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TURTLES!!
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INSIDE!!

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GAME

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REVIEWED: ROBOPOL 2 SCI
GREMLINS 2 POWERMONGER
STRIDER ROGUE TROOPER



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PLAYMASTERS

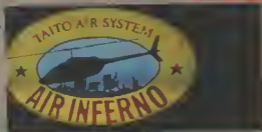
25

Five pages of cheats, hints and tips for your machine. Plus a for one month only - The Grassy and Paratoid Players Guide (in colour).

ARCADE ACTION

156

Our Jetta flies a few 10 pips into Taito's arcade helicopter sim, Air Inferno, burns rubber on Sega's GP Rider and then gets stuck into Mega Twins.



MONDO TURTLEMANIA!!

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GLIMPEY
 Poulton
 lives to spend his
 time playing with
 some bags, but to
 not even to PG ad-
 ventures with his
 mouse when in the
 privacy of his own
 home. He's always
 a hard get,
 when the girls
 are round it's a bit



LEADERS
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ROBBY SWAN
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 tries to "Chatham"
 (p)

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound being low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money?

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that mixed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that might even appeal to the most ardent fans.

14-

Ugh! Binary sewage that is guaranteed to make your computer throw up.

THE REVIEWERS

PAUL GLANCEY

C+VG's resident blurbbox, who enjoys games that require the use of the little grey cells.

RICHARD

LEADBETTER

A violence-crazed maniac (sort of) - beat 'em up and shoot 'em up are his bag.

MATT REGAN

C+VG's strategy dude, who has always got his nose in an RPG, adventure, or simulation.

ROBERT SWAN

A bit of an odd'un, he Rob Shoot 'em up and platform games are a turn-on, but aims REALLY get him going!

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C+VG HIT! REVIEWS

STRIDER

68

Amazing Megadrive arcade perfection - check this out NOW!

JAMES POND

72

Onesie-guts graphics and a amazing fast-life playability make this a real winner!

POWERMONGER

76

The follow-up to Populous is among us and it's utterly unbeatable!

F1 CIRCUS

83

An astounding turn of speed makes F1 Circus a really playable sport!

SPIDERMAN

86

Entertainment International's Spider platform game does NOT disappoint!

THE SECRET OF

MONKEY

112

This hilarious Lucasfilm adventure lands on the PC - and it's a goodie!

INDIANA JONES

AND THE LAST

CRUSADE

116

All the fun of the terrific film, but this time YOU'RE in!

BATTLE

COMMAND

124

Realtime Games strikes back - and how - in this brilliant strategy blast.

LEGENDARY

AXE 2

136

Back 'n' slash action in this completely brilliant follow-up!

WONDERLAND

142

Magnetic Scrolls' latest adventure is their best yet - and that's obvious!

HELLFIRE

148

Amazing arcade quality shoot 'em up guaranteed to amaze!





UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the respectable exterior of the new Amstrad Plus range of computers, lurks a monster.

And a few robots. And stacks of superheroes. In fact, a whole arcade full of games just waiting to be played.*

Because even though the 6128 Plus and 464 Plus are both serious computers (with free 'BASIC' programming language) they're both ready for fun whenever you are.

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Pictured here is the new Simpsons portable, but forget about that, because the real business of this news piece is the announcement that Ocean have snapped up the licence to the Simpsons, the show which is currently wowing SKY TV viewers in the US. The Simpsons have already gained more cult popularity than the Turtles (and that's big!), and are set to do the same over here, what with associated merchandising and the like. A Nintendo version of The Simpsons is already out in the States, courtesy of Acclaim, but it remains until next summer to see if Bart and his family can achieve the same status on British computer screens.



SEGA GET IN GEAR

It seems like hand-helds are all the rage, these days - what with the Nintendo Game Boy (now officially available in this country and selling like hot cakes), the Alan Lynx and the soon to be released TurboExpress GT (the portable PC Engine). It looks like portable consoles are the games systems of the future. Now Sega have jumped onto the bandwagon with their new Game Gear, and the C+VG crew had a good look at an imported machine from Electro Games.

GEAR BOX

The Game Gear is essentially a portable Master System with extra bits. It's about two-thirds the size of the Lynx measuring a meagre 103 x 210mm and weighing 570 g. It has a built-in 3 inch, backlit LCD colour screen, which can display 480 x 146 pixels, in any of 16 colours from a palette of 4096 (the Master System has a palette of 128). Though the games we saw made very Master System-like noises, the Game Gear can produce sound or music on three stereo channels, and it has its own stereo headphone socket for private listening.

GAME GEAR GEAR

The Game Gear's got a whole bundle of add-ons coming out as well, such as an optional TV tuner (so you can watch your fave shows wherever you want), a link-up lead, and a cable to connect the machine to the cigarette lighter of a car! But what about the games?

CAN I PLAY WITH MADNESS?

All the headbangers and moshers amongst you: listen up! US Gold have announced that they have acquired the licence to those metal monstrosities, Iron Maiden's PR supreme Danielle Woodyatt told us there are no plans at this time for what shape or form an Iron Maiden game will take, but it'll definitely feature Eddie (Maiden's mascot) as the central character, as well as loads of Maiden tracks! More news, as and when.



GAME GEAR GAMES

The machine was launched in Japan with three games, Super Monaco GP, Columns and Pengo, and after having a good look at all three we reckon they're pretty good. There are more on the way, including a conversion of Sega's stomach churning coin op G-LOC, as well as Wonderboy, Pro Base ball 90 and Dragon Crystal.

LANDING GEAR

The price? In Japan, this little wonder is selling for about 19800 yen, or about £79, with the games for only 3500 yen, or 14 quid! Could this be the end of the Lynx and the Game Boy? Not yet, because some of the importers who are bringing the machine into the UK at the moment are selling it for between £200 and £250! Virgin haven't set a price or a launch date as yet, but they hope to have Game Gears in the shops early next year for under £100, which seems much more sensible.

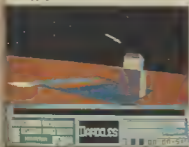
BULLFROG HOP IT

Bullfrog, developers of the critically-acclaimed God simulator, Populous, as well as the wacky Flood and the totally brilliant Powermonger (see the review later in this issue), is planning to end its long-term relationship with publisher Electronic Arts, and set up under their own label, as Core Design and the Sales Curve have recently done. Rumours are flying around that Bullfrog will follow another top team, the Bitmap Brothers, and join up with the new Rengade label. Keep reading C+VG for more info as we get it.



DAMOCLES - THE NEXT GENERATION

Now that the excellent 16 bit sequel to Mercenary, Damocles, has been knocking around for a while, Novagen are about to unleash two mission disks that will expand on the original, with new plots and problems. And what's more, the two disks (the first should be about by the time you read this, the second is due in January of '91) will cost a grand total of just £9.99 each! We've no further info on what form the missions will take, but if you can't wait, Novagen can be reached on 021 449 3516.



AN EVEN BIGGER CHOPPER?

MicroProse are now planning to release a sequel to their best-selling smash copier sim, Gunship. Code-named Gunship 2000, the game will centre around an updated version of the Apache AH-64 attack chopper, set against a world of drug barons and criminals rather than the political Cold War theme of the original. According to trade newspaper GTW, the game has already been in production for 18 months, and should be ready for release on the PC around next June. If it's half as good as the original, Gunship 2000 should be nothing short of brilliant. Check out a preview in a future issue of C+VG, and watch the skies!



A HORSE'S HEAD IN YOUR BED?

With the long-awaited third film arriving in March 1991, US Gold have announced that they have acquired the license to The Godfather, the story of loyalty, power, and extreme violence within the Mafia, and particularly the Corleone family. USG supreme Geoff Brown commented that "there are only a small number of absolutely instantly

recognisable licenses in the world, and The Godfather is high amongst these. With the launch of the new film, the spotlight will be firmly on The Godfather." We have our doubts, but USG intend to release both an interactive adventure and an action game, so judgement will be reserved until we see more on them.

GOLD LICENCES-A- GO-GO!

Sega have now made an agreement with US Gold which gives the Brumme boys the license to convert all present and future Sega coin-ops. The two titles planned for conversion at the moment are Super Monaco GP (to be written by Probe) and is planned to be a combination of the excellent Mega drive version and the coin-op, and the sequel to Afterburner, G.L.O.C. How these two monster coin-ops turn out on computer is anybody's guess, but we await the outcome with interest.

Also due to be unleashed are two Capcom coin-ops: MERCS (a multi-player Commando-style blast, to be done by Tiertex), and Final Fight which Creative Materials (currently working on the conversions of E-SWAT and Line of Fire) will be doing.



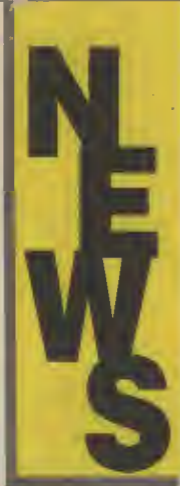
the jobbie on. No info on release dates as yet, but as soon as we know, you will too.

SIM CITY MISSION DISKS

Not content with just releasing their amazing Sim Earth game, Maxis have come up with some new scenario disks for their classic "god" game. With the first disk, you can create cities based around Ancient Asia, Medieval times, and the Wild West (create your own Dodge City!). But there's more, in the form of a second data disk. This

disk will welcome you to the 21st century, where you can build cities of the future in either America, Europe or even the Moon! Infogrames (rather than Ocean) are selling the disks at twenty sovs a piece. Sounds a bit overpriced, but if Sim City's your bag, check them out.





SPREAD-SHEETS ON A MEGADRIVE?

Well, not quite, more like the other way around! What are YOU blathering on about, you mean, Rob? Ed! Sega are going to make the jump from console to computer (sort of) and are planning to release the first in what is expected to be a large range of PC compatibles! And what's more, Megadrive carts can be plugged into 'em, so you can mix business with pleasure! The Sega 286PC will tie a 66000-based machine, with a 14" VGA monitor, a high-density 2.5" drive, a built-in modem and of course, the Megadrive cartridge port! Phooooee! As you can see, it looks very nice indeed, but what it will cost and when it'll be available is as yet unknown. One thing is certain - if we get our hands on one, no work will ever get done!

IN THE DEEP MIDWINTER TOO

Ronbird have announced plans to release the sequel to their critically-acclaimed 3D epic, Midwinter. Maelstrom will once again be the brains behind the game - originally called Wildlife but according to Julia Coombs, Micro-Prose's PR person, the final game will be called something along the lines of "Flames of Freedom" (dramatic, eh?) From what we've seen of the game so far, it's similar in aspect to the original - protect an archipelago of islands from invasion by a malevolent force - but is a heck of a lot bigger in most respects. There are zillions more characters and no less than 22 modes of transport (including scuba diving, mini-submarines, biplanes and even Zeppelins). Look out for more information as we get it!



WE'RE OFF TO SEE THE WIZARD - AGAIN

One of Ocean's major hits from several years ago was Wizard, a wacky shoot 'em up of sorts which cast the player as a wizard trying to return the colour to his blighted world. Now Ocean have announced plans for Wizard II, and have recruited the authors

of the original, Sensible Software, to do the job. It should be very interesting to see if the sequel can grab more accolades than its predecessor, but you'll have to wait until spring of next year to find out - right here in C+VG

CONSOLE BOOK IV - THE REVENGE!

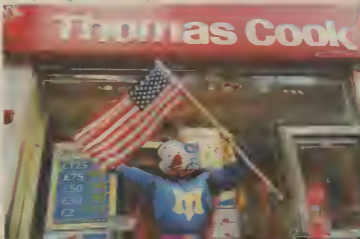
Yes indeed, folks, not content with bringing you up to the minute console news in C+VG (or our new sister mag Mean Machines, for that matter), we're

now ploughing our way through the fourth book in the Complete Guide to Consoles series, and it's going to be the biggest and best yet! It'll be on the newsstands at the end of November, and will set you back the princely sum of £2.95. Don't miss it!

IMPOSSAMOLE CONQUERS USA

GERONAMOLE!! After starring in five (count 'em!) computer games, our hero, Monty Mole is now poised to conquer the United States in an all-new Impossamole adventure for lucky TurboGrafx (PC Engine to us) owners. But it's not just one game that our Monty is

set to appear in. NEC are rather excited about this little furry creature, and are also set to move the lovable mole into the 'lucrative world of merchandising'. So expect Monty cuddly toys and the like, as well as the Engine game. We'll keep you posted.



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SEGA™

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elite

THIS CHRISTMAS
Remember

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S Y S T E M · 3



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RELEASED ON BIT

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Lust Ninja Remix has the best graphics yet seen on a 16 bit machine.

True life animation arcade quality backgrounds. This is a 4 double sided disc product giving the player the ultimate challenge for a martial arts arcade adventure.

IT'S PERFECTION.

£24.99

NEWS

HAVE FUN WITH YOUR JOYSTICKS

A bit cheesed off with your battle-weary Nintendo joypads? Finger-cramp getting a bit too much? Well, you can wave goodbye to those NES horrors with these amazing new joysticks from Spectravideo. The NiPro boasts an enormous LED display to tell you when you have moved or pressed a button (useful, huh?) and an ergonomically designed slick to boot. The Ni5 is a slick with less design, pulling power because it's merely a cut-down version of the Pro (and hasn't got the LEDs either).

They look a bit too unwieldy for us, but at £15.95 for the Ni5 and £19.99 for the NiPro, you're certainly getting



value for money, and since they've both got micro switches, they should last for quite a long while as well.

I WANT TO RIDE MY BICYCLE

Feeling run down? Playing too many games, and not getting enough exercise? Now you can do both - at once! Coming soon to an arcade near you is the TeleBike, a game which involves cycling around city and country side alike, whilst trying to win numerous races. As you can see, this involves pedalling like hell in order to keep out in front, which makes it possibly more knackeren than the old Sega boxing game Heavyweight Champ. Looks like the sort of game that'll either give you massive leg muscles or an early coronary if you ask us, but keep-fit fanatics should keep their eyes peeled.



COMMODORE SHOW TIME

If you're some kind of computer show groupie who can't wait until December for the Computer Shopper Show, then take heart, because on the 16th to the 18th of November, the Commodore Christmas Show is going to be swinging in full force at the Novotel, opposite the Hammersmith tube station.

Software companies like Ocean,

Elite, and Arts & Dorian, Psychosis and Mindscape are promising to be there, so if you're a Commodore owner who wants to see what's what, then check it out. With sections like The Games Arcade, where jam hot games are put to the test, it could well be a show to remember.

COMPUTER SHOPPER EXCITEMENT

Make sure you keep 6th to the 9th of December live in your diary, because that's when the fantastic Computer Shopper Show is going to taking place. There promises to be a huge amount of bargain goodies for lor grabs, and this particular show is being touted as 'the world's largest pre-Christmas computer shopping spree'. Sounds good to us.

The show's also going to be used by several companies to launch exciting new products, and the super-secret Commodore CD-TV is also scheduled

to make a special guest appearance. But there's no denying that the show's major pulling point is going to be colossal savings to be made no matter what computer (or even console) you own, so make sure you get down to the Wembley Conference Centre in London (get off the tube at Wembley Park and follow the signs) early to avoid the rush! And as an added incentive we've even got a coupon on this page that'll entitle you to a massive 50p saving on your entrance ticket! Good eh?

COMPUTER SHOPPER SHOW '90
Wembley Conference Centre 6th-9th November

Only one voucher per person

Photocopies not valid

50p OFF

Or alternatively worth £4 off a family ticket
Thursday 10am - 6pm, Friday 10am - 6pm
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It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!

"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." *CAVG*





▲ The C64 version



▲ The colourful spectrum version



▲ Turtles on the Amstrad CPC

They're acknowledged as THE comic sensation of the nineties... They're cool, they're mean - and they don't like anchovies on their pizza! They're the Teenage Mutant Hero Turtles - four steel-craded amphibians with a mission in mind - to seek out the evil Shredder and his diabolical Foot Clan and kick them out of New York.

But laying waste to the city with a lethal crime wave isn't the only place of nastiness that the Shredder has come up with. In a maniacal fit of ruthless rage, he's also made off with the Turtles' journalistic friend April O'Neil! Obviously, some kind of rescue mission will have to take place, and our amphibian ninjas must reverse the city, beating the seven shades out of any Foot Clan minions that dare cross their path. At the end of each level, the Turtles will have to face one of the Shredder's more evil henchmen, Bebop or Rocksteady by name but two. With six levels of New York to clear up, this game'll have you at your computer for ages.

The actual gameplay takes place on a large four-way scrolling map, representing the crime-ridden city. Here, our turtle hero can beat up any Foot minions or alternatively duck into a building or sewer. Here, the action takes place on a side-on horizontally scrolling play area, where our hero turtles must fight off various nasty crea-

TEENAGE MUTANT HERO TURTLES

BY IMAGE
WORKS



▲ Underwater antics in ST Turtles

NAGE TANT ERO TLES

tures and Gen soldiers. It's in this section where you're most likely to find April (they're not likely to leave her out on a street now, are they?), and after she is returned safely to her turtle chums, it's time to haul some shell and finish off the Shredder once and for all.

Obviously, the player can only control one turtle at a time, and each turtle's strengths and weaknesses must be taken into account before going into battle. Leonardo, for example, might have power behind his Katan-based antics, but Donatello (although less powerful) can reach places with his Bo that Leo can't.

Probe software are the dudes behind the code. They're jazzing up the American Amiga version (reviewed in issue 104) and porting it across to the ST. They're also reprogramming bits of the American PC and C64 versions, so they should be even better than before! Other 8-bitsters aren't going to be left in the cold, either. Spectrum and Amstrad versions are also forthcoming, and they're coming along very nicely, thank you - check out the all-formats shots dotted around the page!

The game is to be launched on November 15th only weeks before the British release of the blockbuster film, so it looks like this Christmas is going to be just turtle awesome dudes, so stay with



Facing up to Rocksteady in the PC version.



GET THE FULL SET OF TURTLES CARDS!!

After you've enjoyed the Turtle compo, turn to page 21, where Topps are making full sets of Turtles movie cards (like those on this month's cover) available exclusively to C+VG readers!

WIN THE TURTLES COIN-OP!

Now turn to page 19, where Image Works are giving away Konami's totally gnarly Teenage Mutant Hero Turtles four-player arcade machine - the ultimate addition to any Turtles fan's Turtlebible collection!!



Amiga turtles enter from the streets (with a few tweaks).

NARC



**NO ONE HAS THE
OUTS WITH US NOW**

NARC The arcade action thriller with the BIG finish.

Infiltrate the criminal underworld - your mission is to seek out
and destroy the king pin of the MR BIG CORPORATION -

IF YOU GET THAT FAR.

You'll have to outwit his enormous army of body guards... gangs of
charisma-bypass patients in trench coats, the bullet brain with
the build of a rhinoceros and the breath of a dung beetle, packs
of vicious canine yuppies, the psychotic clown with an evil
sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling cadillac jack - a cool specimen,
elbow hanging on the door rail, a serious looking place in his
hand and ready to blow you away as he rolls down main street
leaving you coughing lead.

It's not all bad! You've got a chopper to back you up, a mean,
shiny street machine, some heavy metal hardware and some
pretty neat moves. And what about the king pin.

did I say he was

Mr. Big?

No, he's

MR. BIG!

AMSTRAD • COMMODORE • SPECTUM
IBM AMIGA • ATARI ST

ocean

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GAMES INC.

COWABUNGA!

WIN THE TURTLES COIN-OP COURTESY OF IMAGE WORKS!!

Crikey hell, guv'nor! Surely you cannot be serious? A Teenage Mutant Ninja Turtles coin-op being GIVEN AWAY by those extremely generous folks at C+VG, in association with the no-less generous dudes at Image Works! Yep, that's right and it could be YOU that ends up with a hoofing great four-player Konami Turtles coin-op in your bedroom! Asow!

Just think, it could be you that becomes the most talked-about dude on your block! Your door will be scouted every day by jealous mates desperately seeking a glimpse of YOUR Turtle coin-op! Absolutely everyone will want to be your friend (if they aren't already)!

So, now that's got your attention, I suppose you want to know just how to get your greasy hands on this absolutely amazing prize. Well, it really couldn't be simpler (honest!). Remember those fabby stickers attached to the front of the October and November Issues of C+VG? You do! Good!

As revealed in last month's C+VG, you're going to need to cut off the number four from the October sticker sheet (four turtles, geddit?) and the eight (four times two is eight, geddit?) from November's. Got them? Well, you'd better have, or you'll have blown your chances straight away!

Now then, in the entry form below, you should find a couple of empty boxes that coincidentally are exactly the same size as your stickers. Simply, wham 'em down, and in the space provided use your skill and judgment to answer this probing question:

THE QUESTION

HOW MANY TEENAGE MUTANT HERO TURTLES ARE THERE?

Simple! Don't think you have to mutilate this month's C+VG either. Just as long as your stickers are original, you can use a photocopy of the entry form! When you've filled out the form, simply post it off to COWABUNGA COIN-OP CAPERS OF CHAOS! COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



Since this compo is obviously incredibly special, the closing date has been set back to 23rd March, 1991, meaning that all you overseas readers can enter too - so there's no excuse for not literally jamming up the office with your entries!

I'M DEAD CLEVER, I AM, AND I RECKON
THERE ARE TEENAGE MUTANT HERO
TURTLES.

IF I WIN, SEND THE COIN-OP TO:

NAME.....

ADDRESS.....

.....

.....

TELEPHONE NO.

OK, HERE'S MY NUMBER FOUR STICKER
AND HERE'S MY NUMBER EIGHT STICKER



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GET THE COMPLETE SET OF TOPPS TURTLES CARDS



You might have noticed we've gone a bit Turtle-mad recently, what with that terrific Turtles movie pack stuck to the cover, an all-format Turtles game preview and a chance to win the Turtles coin-op. Added to that, in next month's C+VG, we, in association with Topps, will be giving away a FREE mammoth Topps Turtle Cards Reference Sheet - with pics of all the great Topps Turtle cards so you know which ones you still have to collect!

But if you haven't the patience to bother with all this "collecting" malarkey, C+VG, in association with Topps, have struck a deal, making it possible for you to get your hands on the COMPLETE set of 132 Teenage Mutant Ninja Turtle cards all bundled up in two presentation packs with 66 cards in each! Say goodbye to having to trade cards with your mates! Banish those "can't get that last card for the life of me" blues! And what's more, be the envy of all your mates because these mind-blowing cards won't be on sale in any common-or-garden shop until well into 1991!

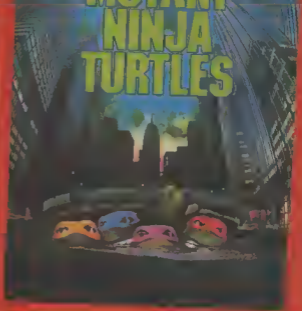
Fancy getting in on the act? Then waste no more time! The complete set of Teenage Mutant Ninja Turtle movie cards can be yours for a trifling £2.88 plus 90p postage and packing! Can't say teler than that, eh?

So, fill out the coupon below and bung it in an envelope with a cheque or postal order for £3.58 made payable to Bazooka Joe. Then send it NOT to C+VG, but to:

C+VG/TOPPS TURTLES CARDS OFFER, BJ OFFERS, PO BOX 83, CHELMSFORD, ESSEX.

Unfortunately, this offer only applies to readers in the UK, and you'll have to allow 28 days for delivery. Hurry up though, because this offer is only valid while stocks last, so get that order in the post - NOW!!

TEENAGE MUTANT NINJA TURTLES



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PLEASE SEND ME MY TURTLES MOVIE CARD PACK BEFORE I EXPLODE WITH EXCITEMENT!! I ENCLOSE A CHEQUE/PO FOR £3.68 PAYABLE TO BAZOOKA JOE.

NAME.....
ADDRESS.....
POST CODE.....

Send this coupon to C+VG/TOPPS TURTLES CARDS OFFER, BJ OFFERS, PO BOX 83, CHELMSFORD, ESSEX.

This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new Amiga 1500. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software... Battle Chess, Populous, Sim City and Their Finest Hour, the incredibly realistic Battle of Britain simulation.

Then, in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to

your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the Amiga 500, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world

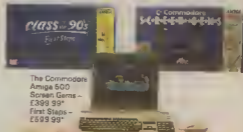


The Commodore
Amiga 1500 - £1149.99

"Now, let's see if I can..."

of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.

This year, look out for our 'Class of the 90's - First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of



The Commodore
Amiga 500
Screen Gems -
£399.99*
First Steps -
£599.99*

"Yes, I'm learning fast..."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with

The Commodore 64
Mindbenders and
Night Moves - £159.99*



"I'll give it my best shot."

the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.

This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose - having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and

Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

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System - £99.99*

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Here I am, back again to provide you with another month's worth of abuse, er, advice about the wonderful world of computer gaming. If you feel you have something to say on the subject you could do worse than put pen to paper and send it to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. A ton of software to the best letter.

AXING QUESTIONS

Dear YOB,
I own an Atari ST and I was wondering when Golden Axe was coming out, so could you tell me old bean? Also, I've read your jolly mag now for three and a half years and there has not been any game that has been given 100%.

Do you know of any before I started reading, that you gave this rating to. If not, what kind would you give 100% to?

PS: My sister thinks that you are a gorgeous person and wants to go out with you!! Any thoughts?
Gazze, Dorking, Surrey
YOB: Ooh, lots of thought actually. Golden Axe will be out on the ST in time for Christmas, old bean. As for 100% ratings, well... I don't think that there's ever been a game that was worth

100% because even if a game has a terrific concept, or plays really well it's always going to be limited by the constraints of the computer's hardware, so there's always going to be something (even something small) wrong with it. A 100% game would have to be perfect, and unimprovable, and at the speed computer games are improving, there's no way that anyone could say "this game is perfect and will never be bettered in the future". That's what I think, anyway. If anybody else has got any opinions I'd be happy to hear about 'em. Well, maybe not happy to say, but send 'em in anyway.

MUSIC FOR PLEASURE

Dear YOB,
Whilst reading through the

last issue of your magazine, I had a brainwave and rushed upstairs to put my plan into action. About an hour later I returned tired but undaunted, holding the cassette of my own devising as though it were precious metal. On it were all the tunes of my favourite Amiga games, beautifully blended to a sound even Beethoven would have been proud of.

Anyway, the point I'm making is that I think it's time that you did another audio tape for your readers and strapped it to the cover of the next C+VG. There are many good talents out there in the world of computerised music and it's time we gave them credit where it's due.

I'm sure that you'd agree that many bits of music are suitable for such an audio tape compilation, so you could even run a series on the cover of C+VG over a series of months. How about it?
S N Hardy, Sheffield.

YOB: Yeah - Interesting idea, but I have to say that there's not that much computer game music that I'd actually listen to in my spare time. The only really good stuff I've heard are things like Software Creations' music, some of the old Rob Hubbard pieces (Delta and Kentille for example) and Martin Gellway's tunes (Miami Vice was his best, I reckon). Anybody else like to send in a

top ten of their favourites?

MEGADRIVE TURTLES?

Dear YOB,
I was wondering if you can answer me one question, you know the Teenage Mutant Ninja Turtles on the Amiga and Nintendo? I was wondering if they will make one for the Megadrive. If they are going to make one will you let me know?

Anna Onymous, Somewhere.
YOB: Strangely enough, Anna, my sources tell me that a Megadrive Turtles game is in the offing. And not only that, it'll actually be a conversation of the coin-op rather than the Nintendo/Amiga platform adventure. I've told the lads to keep you posted on that subject so keep watching the mag.

GRAFFITI BOLOGNESE

Dear YOB,
I have been buying your class mag for many years now and the only thing that really gets my wick in the whole magazine are the letters from A*****s (D'you think he means "Assholes"? • YOB) like Completing Colin who moan about the highscore tables saying that many scores are false. I must agree that some look improbable, but sooner or later someone knocks it off the table anyway. So who cares? Not I, not you, nor should any other person. My advice to moaners is to try harder. Every score can be beaten. Just because you can't better it, it doesn't mean it can't be done. So shuddup-a-ye moanin', ok?
Let's end with a thought: Since graffiti is done for neither financial gain or for personal acclaim, then it must be the purest form of art. Devery McCartney, Felkirk, Scotland
YOB: If graffiti isn't done for personal acclaim, how come most of it consists of the artist's name sprayed in twelve foot-high letters? Hey - what am I saying? I must be getting less-abled in my old age.

KONIX SCHMONIX

Dear YOB,
I own an Amiga and an ST, but I am thinking of buying a console. The console I want is a Konix Multisystem. I read about it in a back issue of C+VG. You said it was out in the shops, but it isn't. Could you please tell me when it is being released? Thank you Stephen Tyers, Baxley, Kent.
YOB: Deery-oh me, have I got bad news for you, Steve. After various problems at Konix, it looks like the Multisystem will only be seeing the light of day if the sea turns to low-fat raspberry yoghurt, so I'd direct my spending power in the direction of a Megadrive or PC Engine if I were you.

LIMPING FISH LETTER

Yoi Grandmaster YOB!
Tell that dopey smurf Deniel Whyte, regarding his letter in issue 105, that if I was him I'd buy a canister of acid, and after he had brushed his teeth, to use the acid as a mouth wash!
A-e-anyway, I've got a brilliant poke for Jaz. If you have a game that you don't want, simply bring it to the zoo, find the pirenha fish tank, then push your grandfather in. While everybody is watching the terrible struggle, slip the game into somebody's handbag. Right, moving along. I'm thinking of buying the Nintendo Turtle Pack. Is it worth the price (£99.00) over here? Christian Taite (lives the limping fish from South Dakota), County Dublin, Eire.
YOB: A Turtle pack certainly is worth £99.00, but if I were you (and I think God I'm not), I'd use the money to buy a Boots Home Lobotomy Kit. It's kill or cure, but in your case, either option would probably save us all a lot of trouble.

HARDER! HARDER!

Dear Sirs,
Thunderforce III, done it, easy, nothing to it, finito, over, THE END. Come on Sega, give us a hard game! Well done Virgin! They have released the British Megadrive and it only takes British cartridges. Who is going to buy one when you can get a cheaper Japanese model that will run British/Japanese and American software? Heard of a game called Axis? Richard Follett, Petersfield, Hampshire
YOB: Yap. Next letter, please.

HILARIOUS FILM PARODY BIT

Dear YOB,
You mean mutha, now I know you've heard of Total Recall but you have not heard of Total Retard or Roboflop II.

Well, Total Retard versus Roboflop II is so hard, I'll have to tell you. There are six levels. You can be Total Retard or Roboflop 2. This is if you are Retard.

1. Retard sent to Uranus to find Roboflop. You have to kill 100 floppy guards (they guard Roboflop)
 2. Heva a fight on the Starship Floppypriase and kill the Teenage Wellhard Floppy Ninjas.
 3. Roboflop and his floppy guards take over the Nakatommy Corpy building. They have 32 hostages. Kill em all (even the hostages).
 4. Face to face fight with Roboflop.
 5. Total Retard becomes a Hero Turtle. So it goes Michelangelo, Raphael, Donatello, Leonardo and now, Retardo Chns Williams, Liverpool.
- YOB. Sorry, everyone. I just can't think of a good reply for this letter. If any of you can come up with one, send it to me and I'll do something with it.

CHILD-BEATING SHOCKER!

Dear YOB,
Me and my brother are thinking of getting a Megadrive. The problem is that my brother won't let me tell my Mum and Dad, and he always hits me if I tell. And my Dad still adores a Spectrum and he might not let me so can you show him in the utterly cool best magazine called C+VG.
PS: Don't publish I told my Mum
Christopher Bulger, London.
YOB: Ooap! Sorry Christopher. I didn't read your PS until too late, so now everybody's going to know, and your brother's going to give you a good thumping. Ooh dear.

MEGADRIVE VS AMSTRAD

Dear YOB,
Colin Tracey's letter in the September issue of C+VG was complete trash. If anything, C+VG has improved by

leaps and bounds over the past year or so. I prefer less text in reviews, just a basic outline about the game will do. The screenshots are brilliant with loads available on each review.

Is the Sega Megadrive technically superior to the GX 4000 (the new Amstrad console) as I am considering buying one of these machines (they're about the only new consoles available in the UK at the moment!).

I would like to say how lab the Complete Guide to Consoles books are. I have volumes II and III and they're worth every penny!

Travor See, Hampshire.

YOB: Technically, the Megadrive is the best of the two, but of course, it's a bit more expensive. Still if you've got the money to spend, that's the one to go for at the moment.

HERE COMES THE BRIDE

Dear YOB,
Will you marry me?
Love and kisses
Andrea, Westhoughton, Lancashire
YOB: That depends. How much money have you got on you?

DOES AMIGA BEAT SCHOFIELD AND GREENE?

Dear YOB,
I was wondering if you could sort out a debate myself and a "friend" have. I own an Amiga and my friend has an ST 50, with these computers being rivals of each other, he often goes on about how superior the presentation capabilities of the ST are to those of the Amiga. Could you please silence my "friend" or myself by telling us which computer is better equipped for the presentation side of things.
S Lacey, Cambridge.
YOB: What do you mean

S P O **4D** R T S B O X I N G

"4D Sports Boxing is absolutely brilliant...the boxes were pretty much like their real-life counterparts...Here goes...Crunch! (Crunch)"
—ZENO MERO 90%

"...This is the best game I have ever played..."
—Dave McIntosh, President of Distinctive Software, Inc.

"...sounds just...Sound Ono! They crowd jump to their feet as the fighters rain down on each other...was that a knockout? YES! He's down...what a knock out. This is boxing at it's absolute best. What a brilliant fight!"

"4D Sports Boxing is simply one of the best sports simulations around...Simply..." —The One 90%



Do you want to box in the Fourth Dimension?

Mindscape and award winning developers DSI bring a new era of games to your home computers with the 4D Sports series. Here the 4th Dimension is realism and the action is amazingly real. Modelled and simulated on real human movement, 4D Sports Boxing is the most accurate sports simulation ever written. 4D Sports Boxing lets you create and save a camp of up to ten of your own boxers.

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Mail Bag



"the presentation aide of things"? The Amiga has better graphics and sound than the ST, but whether or not either of them could do a better job of presenting Going Live than Philip Schofield and Sarah Greene is debatable. Ien't it?

IMPERTINENT QUESTIONS

Yo Bo! (He's not really my brother - YOB)

How's it going? I went to start off by saying that if you don't print my letter I will send you a tape recorder that won't stop playing a Barry Manilow tape. I will also zoom down in my Granny's Ferret and make you play my crappy Spectrum 48K with silly rubber keys. HOW'S THAT? Now, I'll get on with my letter. I own, as you might have guessed, a guff computer called a Spectrum 48K. I'm getting rid of this piece of bum fuff and going to purchase a mega cool, mege great, Megadave! Here are my fabulous questions:

1. Do you like Lasagne?
2. Have you got BO?
3. Are your pillows red?
4. What colour is your wallpaper?

What is the best game on the Megadave?

I would like to leave you with this message. If you don't answer my questions, my best friend DO and I will come down with a gang of

thugs including my big brother Arnold Schwarzenegger to beat you up.

MC Scott Wilmot (Ah-Yeahhh!), Greenng, Scotland.

MC YOB: Hmm. Another outpient. Oh, well, here goes.

1. No. And so what if I don't?

2. No, but I've got Diddley.

3. No. There more a sort of dirty yellow colour, actuality.

4. Come to think of it, that's a sort of dirty yellow colour too. Someone remind me to give my brother-in-law, Trevor, a ring before the end of the Mailbag. He's a painter and decorator. He's bound to give me a good deal.

5. Megedrive games are all rubbish. Hee hee! Only joking! (what a zany jester you are, YOB - Ed) Super Monoco GP's my favourite at the mo'.

DISSATISFIED CUSTOMER

Dear YOB,
Around five months ago I bought my pride and joy - an Amiga 500 from a well-known High Street store. From what seems like years ago (five weeks to be exact) I sent it back since it had a minor problem of crashing on certain games. When I returned the computer, the silly girl behind the counter said it would take two to three weeks max. After this limit had elapsed I

began a series of 'phone calls only to find on each occasion the date of re-entry into my loving arms was getting longer by two weeks each time.

After four weeks, I returned to the shop in person to get a straight answer from the obviously incompetent staff. Finally I'm told that it will take six to eight weeks for repair since Commodore will not let the store carry out repairs and the Amiga has to be sent to the Outer Mongolian Commodore branch.

Whilst in the shop, I met another understantably distraught Amiga owner which made me wonder if any other casualties of ignorance are out there and if so, shouldn't they be told?

Mr Quite Angry Indeed Misus!

YOB: Well, Mr Misus, what can I say, except 'tough luck'. Unfortunately, in a physical mode of existence, there are always physical constraints placed on the solution of problems, especially in High Street shops, so things can end do go wrong occasionally. One thing you should NOT do in these situations is to exert beeing the assistants around the upper body with an aluminium baseball bat, because this constitutes Grievous Bodily Harm. You're much less likely to go to prison if you just do what I do and try to think positively. Use the

time you're without your Amiga to broaden your horizon and take up a new hobby like underwater basket-weaving. Or something. Just as long as it's not any more letter-writing I don't mind.

MAJOR MONDO BUMMERSVILLE, DUDE

Dear YOB,
Cowabunga Dude! Greetings from Aussie Land. Turtles has lucked up quite a bit around here. Some people reckon it's stupid and catchy Major bumper, eh? A while ago, a kid was wandering in the sewers of Melbourne and got lost! When they found him, he said he was looking for the Teenage Mutant Ninja Turtles, mondo naban.

THE ULTIMATE

Ride

Open up the throttle for 'The Ultimate Ride'

Tame your dream machine in the Ultimate bike racing challenge-The Ultimate Ride brings two wheeled action hurtling into your living room at its raw, nerve tingling best.

Take six of the best superbikes and race them on a world tour of the famous grand prix circuits. If the open road is more to your liking the you can take it "country style" on six fiendishly designed road courses set in different locations.

The Ultimate Ride even lets you design your own course using the unique Artificial Intelligence track editor. Challenge a friend on the simultaneous two player option or create custom disks of your favourite track and bike.

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Now some parents think it is bad influence on them. Come on now, little kids don't jump off building to catch Astro Boy's attention, or be a total menace to catch Dennis. Hope you don't believe this sort of crapella.

Nick Van Heesuyk, Australia.

YOB, THE VOICE OF REASON: Fortunately there are very few divvies out there who get a bit carried away when it comes to playing at Batman or whatever, but they're the ones "The Media" usually track down when they want to create some kind of sensational story and convince the public that computer games/Heavy Metal records/Mint-Choc Chip ice cream rot kids' minds and are a greater threat to the future of humanity than a B-bomb. We'd all be a lot happier if people weren't led to believe this sort of crapella.

PRICEY MOUSE

Dear Ed,

What would you do if you had a son who took your Amiga mouse to bits just to see what made it work? Now I cannot play the few games I have, even the splendid Manchester United, because like most games they are mouse driven. I was told at a computer shop in Blackpool that the cost for a replacement would be £25 and across the

road they asked for £35. I'm sure they are both overpriced.

James Ayrey, Blackpool

YOB: Well, Jimmy-duckie, though, the Amiga mouse just looks like a ball in a cream plastic box with two buttons on it, there's actually a fair bit of electronic gadgetry inside it. So really you're expecting a lot if you want one for less than about £25. Take some money out of your son's Family Allowance or something. That'll teach him.

IMBECILE OF THE MONTH

Dear YOB,

When reading last month's brilliant issue, I came across an article entitled PC not PC (page 9). Could you please answer these two questions about it:

1. When you said that it will be available in the next quarter of next year, did you mean the Turbo Grafx 16, or the Turbo Express?
2. Will the Turbo Grafx 16 be compatible with the foreign import games for the PC Engine games currently available?

PS: I know this is one of those boring question letters which you don't like, but I'm writing it on behalf of the undead Jason Voorhees (star of Friday 13th films) and when he asks questions he likes

answers. In fact he's coming to my house for tea, tomorrow. Honest! he's my friend! Eek! Gibber gibber goldfish, bomb, gib! Apple pie! Gibber! I must go some strange man are coming towards me with a white jekell!

"Come along with us Craig end put this jacket on. We are going to take you back to your lovely padded cell. You'd like that wouldn't you?" "You can't take me away. I'm not crazy. I'm a merman and I live in the underwater valley of Zuber, honest..."

Craig Minkley, Nottingham.

YOB: Oh dear, Craig. You started off so well, and then it all went wrong didn't it? Never mind, I'm basically a charitable sort of bloke, so I'll try to answer your questions extremely easily.

1. It was the Turbo Express that Digital Entertainment hope to have out by next spring.

2. Who can say, at this time? Seems possible though.

Sorry, I didn't do too well with that second question, but I have problems of my own y'know?

TOKEN SMARTASS

Dear Yob,

Your Dragon Breed review (Nov edition) does not tell! Graphics 93%, Sound 86%, Value 89%, Playability 92%, OVERALL 90%!

To get the average of four scores you just add them together and divide by four. So go back to school or get a better calculator!

Dominic Platt, Woodbridge, Suffolk

YOB: You pret! The Overall mark isn't an average of the other marks. As the name suggests, it's a standalone mark to tell you how good the game is overall.

HANDY DIY REMINDER

Dear YOB,

I enjoy reading your magazines, but I feel I must remind you to give your brother-in-law, Trevor, a ring about the decorating. He's bound to give you a good deal.

Nigel Completely-Madeup.


YOB: Thanks Nigs. Pass us the 'phone, someone.

S.T.U.N. RUNNER



TENGEN

The Name in Coin-Op Conversions



FEEL THE POWER...

**A STUNNING come-up —
now a STUNNING
coming third game...**

Grab the controls and enter the awe of three-dimensional world of the S.T.U.N. Runner. Travel ahead in time to the 31st century and experience the thrills of racing at speeds of over 900 miles per hour!

Exhilarating... Challenging. The S.T.U.N. Tunnel Network leaves you gasping. Like a bobbed race you can increase your speed by riding the outer walls of the tunnel.

Eject armoured drones and Mag Cycles out of your way and hit the boost pads for massive injections of speed. These catapult you to warp speeds — so fast that you appear transparent and can even pass through enemy vehicles unharmed.

Complete the various challenge screens and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

FEEL THE POWER!

Available on: IBM PC/AT & 3.5" Atari ST, Amiga, Commodore 64 (monochrome, 64k), Amstrad (monochrome, 64k), Spectrum +3, Spectrum 64/128
Programmed by: The Nomads

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Published by: Nomads Software Ltd, Perry House, 51-57 Lucy Road, London SE15 1PS Tel: +44 (0)201 708 5554

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DOMARK

C+VG HOTLINES

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Crikey doodle dondy! Not yet another Sego Megadrive being dished out by those lovable, generous folks of C+VG! Yes, you did read correctly! Grab that telephone and let your fingers do the walking and it could be you walking away with a groovy Megadrive and a free copy of Strider!

WIN A PC ENGINE

0898 555 539

Bless all ten of my little toes! If the PC Engine isn't one of the hottest going wonders ever to hit the face of the Earth, then I'll hit my codpiece! If you fancy a piece of the orcode action, get to that 'phone and dial oway - NOW!

WIN A LYNX

0898 555 537

Aroogo! What a crocking little console the Lynx truly is! If you fancy being the proud owner of this brill little machine and worm easily to handheld frolics (cor!) then waste no more time. The answer to all your prayers is waiting for you on the other end of this 'phone line!

WIN A GAMEBOY

0898 555 538

All the C+VG and MEAN MACHINES crew own one of these crocking Nintendo numbers and if you play your cards right, so could you! The path to Gameboy ownership couldn't be easier. Make all haste to your nearest 'phone and dial oway!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.



KICK OFF 2



A NEW DIMENSION TO SOCCER SIMULATION

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KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
- 1 to 4 players option. (Amiga and ST only)
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- Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- 9 types of corner kicks with full control of shot power. Long and short throw ins.
- Team selection from a squad of 16 with substitution and a choice of tactics
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots disc. (Excl. IBM & CPM 64)
- Facility to load Player Manager teams and tactics for a single or league game
- Red and yellow cards, 16 different referees, Injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
 AMIGA USER INT - The best computer game ever. 97%
 THE ONE - Ultimate soccer simulation. 96%
 THE ACE - Brilliant. Buy, Buy, Buy. 93%
 AMIGA FORMAT - Best footy game to have appeared on any machine. 94%
 ST FORMAT - What a gem! Gem to play. Magic. 90%
 C & VG - Championship winning material. 95%
 GAMES MACHINE - Probably the best sports game ever. 92%
 COMMODORE USER - No other footie game can touch it. 90%
 AMIGA ACTION - Surpasses all other football games. 93%
 POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
 NEW COMPUTER EXPRESS - Computer football event of the year

AMIGA & ST £19.99 EXP. AMIGA £24.99
 IBM (AT & XT Turbo, EGA & VGA) £24.99
 CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days.**

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- Unique facility to design and implement your own tactics.
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The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST ACTION - A stroke of pure genius
 THE ONE - An exceptional football management simulation. Astonishing depth. Most involved, rewarding and playable
 THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 92%
 NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game
 COMMODORE USER - At last a management game that requires true management skills - a winner. 94%
 ST FORMAT - Brilliant. 93%
 AMIGA FORMAT - Enticing and addictive. 93%
 ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99

AA

3D DIMENSION IN SIMULATIONS



THE FINAL WHISTLE

Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.

Look at any player stats. (attributes and skill) before selecting a player.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc



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**NO LIMITS ... NO MERCY ...
NO SURRENDER!**

2 STRIDER™

The central illustration depicts the character Strider in a dynamic, mid-air pose. He is wearing a dark, form-fitting suit with a prominent lightning bolt emblem on his chest and a sword strapped to his back. His right arm is raised, holding a small, glowing object. The background is a fiery, orange-red landscape with smoke and debris, suggesting a battle scene. The overall style is reminiscent of classic 1980s video game art.

The warrior returns with a vengeance in his ultimate fight for freedom. A flash of steel, a blast from his devastating Gyro Lazer Gun-Strider's back in action, pulverising the enemy and striving for justice. This time there will be NO LIMITS...NO MERCY... NO SURRENDER!

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PLAYMASTERS



Hi gang! Here's another sizzling sack of totally trifric tips and choice cheats, featuring not only the complete solution to US Gold's fabbo Mean Streets, but tips for Megadrive Ghostbusters, and (fanfare) a massive players guide to the brilliant Paradroid 90 provided by the programmers at Graftgold! If you've got a map, cheat, tip or PDKE, and want the chance to win a stack of software, then send it in to **PLAYMASTERS**, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You never know, you might be on the receiving end of £150's worth of hot games!



AMIGA MEAN STREETS

Jamie Cummings of Scarborough certainly hasn't been wasting any time, because he's flexed us the entire solution for US Gold's future mystery! Jamie says it's only for people who are really stuck, as he doesn't want to spoil the game for everyone. Thoughtful, eh? By the way, it should also work for all other versions of the game. You start the game investigating Carl Linky's death, but will need to collect certain items in order to complete the game.

ORANGE PASSCARD

(Cal Davis) - Password Checkmate NC.3720 Found in the Huge Ape's cage. You will need the pole from Greg Call's lab. NC.8911 SECURITY Move rail cages, open the control box, and turn the off switch.

PURPLE PASSCARD

(Greg Call) - Password Knight NC.8911 This is on the shell behind the stielag-mie. In the bottom-right hand corner of the screen. To get it, you will need the thick leather gloves found in the sink cabinet in Boeworth.

Clarke's lab. NC.8932 SECURITY Move small stielag-mie. Use on/off switch.

BLUE PASSCARD

(Carl Linky) - Password Bishop NC.4675 This is in Linky's Lab/Weirhouse, in the can of Band Aids in the wall-mounted cabinet. SECURITY. None.

RED PASSCARD

(Ron Morgan) - Password Stelamele NC.6470 This can be found in the tank of Killer Fish! To get it you need to bait the fish with the fish food, from behind the plant in the upper-left corner of the room. SECURITY On the collectible, press the 3rd button on the console.

GREEN PASSCARD

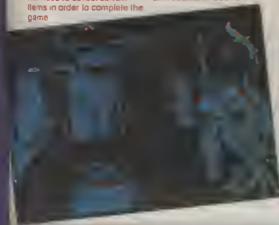
(John Klaus) - Password Pawn NC.7012 Simple, this, just go up to him and ask for it! SECURITY None.

YELLOW PASSCARD

(Sam Jones) - Password Queen NC.0021 Ask him for it, but you may have to beat it out of him (ha!) SECURITY None.

GREY PASSCARD

(Larry Hammond) - Password King NC.5037 Go to the "law and order" offices. It should





be in the sale, and the combination is in the cabinet. To open the cabinet, go to the workstation, and press the button SECURITY. In the cabinet, on the shelf, turn the switch OFF.

BLACK PASSCARD

(Bosworth Clarke) Passcard Rock NC 5194 This can be found in the Bus Station, but you will need the key from Big Jim Sledge's brief case in Lola Lovetoy/Frank Schimming's apartment, NC 4605 SECURITY. Behind the air there's an ON/OFF switch.

Once all the cards are yours go to the not-so-secret lab at NC 4550. When you get there you will be beaten up by several Law and Order (hugs (loads a gun), and meet the silhouette of Mr. Big! To get out the cell you get thrown into, go to the pile of boxes, move them and get the key. Go to the table, and get the sheet. Go to the panel in the middle-right of the room, open it and take the gas mask. Go down to the control panel, turn on the switch and sprint to the door. When the robot comes in leave. After a shoot-out, you will come to the main room where you've got to enter all the passwords in 60 seconds. If you do it, you will see a picture of some one (Jamie's not letting on who), who says 'Stop Murphy, join me!' or some thing like that. Don't, or you get annihilated by four massive laser cannons! If you manage to stay alive, sit back and watch what Jamie calls a 'Spielberg-ish' ending!

TURRICAN

Martin Strick of Bradford says that if you type BLUESMOBIL on the high score table, you'll get a whopping 99 lives, 500



small bombs, and a whole stack of other odd-on's! Thanks, Martin!

ST VENUS THE FLYTRAP

Stuart Looker from Chelmsford has been gifting away, and come up with the passwords for the first five levels of Gemini a bug-blaster!

- LEVEL 1 - No password
- LEVEL 2 - Manlids
- LEVEL 3 - Cicadas
- LEVEL 4 - Psyllids
- LEVEL 5 - Priarids

AMSTRAD ITALY 1990

Paul Andrews from Cleckheaton says that if you press function key 6 whilst playing US Gold's so so looty game, the reel will blow his whistle, and the game will move straight to the penalty shoot-out! Ere we go ere we go

JUNGLE WARFARE

Press SHIFT and P to pause the game. Then press A, S, Z, X, C, U, J, M and SHIFT and CURSOR DOWN simultaneously (metaphorically you'll probably need a mate to give you a hand!) you will return to the game with infinite lives! Thanks again to Paul Andrews of Cleckheaton for that one

BATMAN THE MOVIE

Simple, this one. Hold down the keys E, D, Z, 0 and 9 to

skip a level! Cheers to Neil Guss of Gateshead for that!

C64 SHADOW WARRIORS

Casey Quinlan from Calcot in Reading's obviously a beat 'em up fiend, and has sent this little POKElet to Ocean's nifty coin op conversion. Simply reset the machine, type POKE 35002, 173, then SYS 4409. You'll now have infinite lives at your fingertips!

KLAX

Casey's also sent in this POKElet for Domark's noper Tengen conversions. Hit the button on your reset switch, then type POKE 27686, 173 followed by RETURN, then SYS 2079 (RETURN) for infinite credits

PC SIM CITY

We printed this one for the Amiga version of Sim City a

while back, but Anthony Bull from Wallington in New Zealand says that the same tip works for the PC version too! All you have to do is type in FUND (make sure the Caps Lock key is on!), you'll get a hefty ten thousand dollars! Could do with some of that, mesell!

NINTENDO SUPER MARIO BROS 3


Cor, 'eck! An anonymous tipster's certainly jumped the gun - this amazing game isn't due out until Christmas (boo!), Anyway, for those of you who've bought the game on import, there's a warpzone at the end of world 2. First, get the hammer by smashing the brick on the top right-hand corner of the second half of the map. Grab the flute by killing the fairy turtles, and use it. A tornado will appear, and whisk you off to either worlds 5.6 or 7!

MEGA DRIVE GHOST BUSTERS

Who ya gonna call? Well, Simon Jennings of Hereford's got a few ideas about Sega's jolly specter shooter!

CONTINUED ON PAGE 45...





Game Boy from Nintendo.
Picking it up is the **easy** part.

Digital stereo sound.
Personal headphones.
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And at only 5 1/2" x 3 1/2",
anyone can pick up
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Available on CIMA 64128 & Amstrad cassette & disk.
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the current policy was not the subject of much legal analysis, nor was it considered by the Supreme Court. The Court's decision to grant certiorari and its subsequent decision to reverse the lower court's decision were based on the fact that the lower court's decision was not subject to the usual rules of appellate review.

SWAT



Criminals are running amok in Cyber City, law and order no longer exists. Only \$5000 (Enhanced Special Weapons and Tactics), the elite division of the Cyber Police are capable of restoring peace. Are you've got to prove yourself by facing the dangers of the streets as a regular SWAT cop. Survive your missions - impress your superiors - earn your stripes and then, if you are still brave enough, you just might bring home the SWAT seal.

Armed with a cybernetic
exo-suit and equipped
with the latest firepower weaponry
including dual laser-cannons you
will be guaranteed to make
even the most hardened punk
quiver in terror but



They'll be waiting for you - and
 to the finish and ready to
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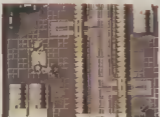


ord, Birmingham B6 7AX. Tel: 021 625 3366

PARADROID '90 PLAYER'S GUIDE.

C+VG were the first by months with the exclusive review of the totally gob-smacking Paradroid '90. Now here, as an oh-so-special service to our stalwart readers is a totally brilliant player's guide. These tips (as provided by those funky dudes at Grafigold) will put your Influence Droid back on the path to glory!

- Listen to the sound effects. Enemy shots can be heard even when they are off the screen. Also doors, energy points and computer terminals can be heard when droids are using them, giving you some idea of the position of other droids.
- Shoot the strong droids first. Weak droids never fire shots but are useful for transferring to, protecting the Influence Device from enemy shots and giving a few more pulses in the transfer game.



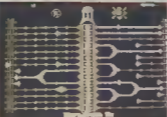
- ▲ Watch out for the maintenance droid (476). Although its flame thrower has a limited shooting distance it still causes large amounts of damage.
- Try to clear a deck of droids before moving on to the next one. A systematic approach to clearing a ship saves on droid energy. Use the computer terminals to see what decks still have droids on.



- ▲ Learn the good and bad points about each type of droid. The triple beam battle droid (742) has a powerful shot but is slow to move whereas the messenger (302) is very fast but has no weapon. It is also annoyingly cute.

- If you want to take control of a droid, move around in transfer mode to save time for when you need to transfer. It only takes a short time to change into transfer mode, but that's normally long enough for your droid to be shot to pieces!

- The best way to get near a droid that you want to transfer to is to spiral around it, getting closer all the time. Its shots should miss you until you get very close, by which time you should be able to transfer.



- ▲ In the transfer game, wait until the enemy droid has fired all or most of its pulses before firing your own. This method will normally get a successful transfer as the enemy will have no pulses to counteract yours.

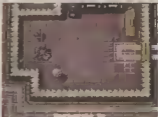


- ▲ Some droids can be damaged by some of the other droids' shots. The mine layer (734) is a prime example of this as it is heavily armoured. In cases like this transferring is the only way to defeat the droid. Different sound effects are used to indicate if a droid is being damaged by a weapon.



- ▲ Most of the droids fire with their right arm. So it is possible to dodge their shots by staying to the left of them. This technique works well on the triple beam battle droid (742) because it fires only at 45 degrees.

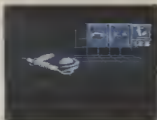
angles. The rapid firing sentinel (614) shoots at any angle, so its shots cover a wide area, hopefully missing the Influence Device.



- ▲ Picking up the Grafigold key will delay the entry time for the raiders by three minutes. There is a key on every ship but it may be hidden.
- Shooting around corners is very handy. It is possible to kill some droids in this way without them shooting back, either because they can't see you or because you have blown them away before they had time to react.
- Don't move into explosions. You lose energy doing this and the weaker droids will explode if they are in contact with an explosion. Sometimes two or three droids can be destroyed because of one explosion.
- You face the same direction leaving a lift as you did when you entered it. Using this technique it is possible to make 'surprise' attacks on the other droids.
- Using the shuttles' thrusters to fry enemy droids as they go past isn't very effective and gives you nowhere to hide in case of enemy attack - not a recommended tactic.
- Learn the enemy patrol routes. The droid movement is actually very predictable so time and energy can be saved by knowing where a droid is going or what it could do next.
- Keep moving. Once an enemy droid has targeted on you it will keep firing. Even after it is destroyed there may still be shots heading towards you. Never run in the opposite direction of an enemy shot. You can't outrun a bullet so your best bet is to move to the left or right of a shot. All weapons have a limited range, but some are more limited than others.

- The rapid firing sentinel (614) is the best droid with its fast firing to a good range and it is responsive and fast to control. The only real drawback is that its weapon doesn't damage the mine layer (734) or the command cyborg (999).

OBSERVER'S BOOK OF HOSTILE ROBOTS



CLEANER 123

Weak. No weapon. Hard to control.



SERVANT 296

Weak. No weapon. Slow movement.



MESSENGER 302

Weak. No weapon. Fastest robot available.



MAINTENANCE 476

Powerful weapon with limited range. Shoots at any angle. Very dangerous!



SENTINEL 614

Good weapon with rapid fire. Moderately fast. Winner Best Robot award 1990.



SENTINEL 663

Smoke gun with rapid fire but limited range. Good for destroying weak droids. Hard to control.



BATTLE TANK 729

Can't be transferred to. Fires three shots in succession at target.



MINE LAYER 734

Good shields. Hard to use mines effectively. Ramming is much better. Slow to control.



SENTINEL 742

Powerful triple laser weapon with good range. Slow shooting. Slow movement. Well armoured.



SENTINEL 783

Flame thrower with limited range. Very much like the maintenance droid (476). Hard to control.



SECURITY 821

Powerful laser weapon with good range. Very fast. Not damaged by disruptors. Good shields. Not to be messed with!



SECURITY 852

Powerful disruptor (smart bomb) weapon. Fast to control. Only does damage to robots it can see when disrupting.



COMMAND CYBORG 999

Very powerful weapon. Fast movement. Easy to control. Not damaged by explosions. Difficult to aim shots. Fast energy decay rate.

Gazza II



**THE ULTIMATE SOCCER CHALLENGE
IS ABOUT TO ...KICK OFF!!**



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Commodore 64, Amstrad CPC+, Amstrad GX 4000 & Spectrum

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GENERAL TIPS

Select Ray Stantz. Buy energy boosters (the first item above EXIT) as soon as possible. Buy and use items as necessary.

LEVEL 1 - HOME SWEET HOME

TOP HAT SPOOK Shoot diagonally to hit the rabbit in the eyes. When the body splits up, shoot the bottom half first.

BALL SPECTRE Wait for it to shed its scales, then blast the exposed body. When it spikes up, jump, then run underneath. Watch out for his eyeballs!

LEVEL 2 - THE APARTMENT

ROCKY CRYSTAL HORROR Shoot in the head, and duck when he swings.

GIRLY GHOUL Avoid her blasts, and when she produces two images of herself, shoot any one of them.

FROSTY THE SNOW-SPOOK Continually blast in the head, whilst avoiding the smaller ghosts and their cat-ies (I).

LEVEL 3 - WOODY HOUSE

Use the goggles to see the way (you'll need about four sets). Buy a shield, and use it for the dragon.

DRAGON Shoot in the head from a distance. Watch out for the fireballs.

FACES Shoot the ordinary faces in the mouth, the other in the eyes. Watch out for the bullets, and the dips which can be jumped over.

FIRE FREAK Again, shoot in the head, but be careful when he curls up and fires a salvo of six bullets.

LEVEL 4 - HIGH RISE WINGED DEMON

As it opens up, get right under its head and shoot upwards. When it dives, move quickly left or right.

SNAKE Simply blast it whilst avoiding the pieces.

MR STAY-PUFT Shoot him in the face (his nose wiggles). When his eyes go blue, get in the middle of them, and let him have it. When his eyes go red, run like crazy!

LEVEL 5 - THE CASTLE

THE GHOSTBUSTERS Let them fire, and as they run at you, jump over them, then lunge and shoot the ghost which will lunge at you. Repeat.

THE WITCH Shoot her in the head, then jump away as she goes for you. Avoid her scythes, and her spinning magic spells.

THE PLANT Blast it in the head, and avoid the laser that erupts from its mouth.

LAST LEVEL - THE DEEP HOLE

Here you'll face the plant, the snowman and the bell ghost again!

GOZER Duck her scythe while blasting her head. Shoot the skull. Fire right diagonally while jumping. When she comes down, go under her onto the mound and fire left whilst jumping. When she comes back, repeat the process. Then just sit back and watch the end-game sequence!

SUPER SHINOBI

To obtain infinite lives, get to round 4/2, do a shooting semi-circuit to reveal a 2-UP. Collect this, and lose a life, and simply continue repeating this, gaining a life each time! As much to Stefan Borison of Manchester for that - now you would-be ninjas should have no trouble with this!

STRIDER

When Slinder slides his last, and while the Master's diabolical laughter is still ringing in your ears, press down the joy-pad buttons in this order: A, C, B, C, A. Then press start and you should find a continue play option has appeared above your very eyes! Thanks to Stewart Spon of Bushey for that!

PC ENGINE POWER DRIFT

Once a game has ended on any level, hold down buttons and II, and press RUN. The game will continue on the level you have just finished, complete with the same score and driver used! Thanks to Stephen Hunt of Leicester for that little number!

ATOMIC ROBOKID

During the first level, whilst moving along the up and down constantly, and you should get an extra life. Several white blobs should appear. Collect these for a whole bumper bundle of additional weapons! Thanks go once again to Stephen Hunt of Leicester.

DIE HARD

To inject a bit of life into this Bruce Willis duffer, get onto the title screen and press up twice, followed by left three times, and down once. You should now find you can enter DEBUG MODE, which lets youinker with a sound test and even set the difficulty level!

W-WING

Here's an interesting cheat to make this rather easy game a little more interesting. If you go to the sound test, you can activate different features by listening to the sounds in the following order:

SPEED UP THE WHOLE GAME

3 1 4 1 5 9 2 8 5 3 5 8 9 7 9 3
2 3 4 6 2 5

SLOW DOWN THE WHOLE GAME

0 3 5 3 9 0 0 0

STAGE SELECT

1 1 9 2 2 9 5

GO TO RANK 15

7 5 6 4 1 0 8 9 9 8 5 1 0

START THE GAME WITH A SHIELD

7 9 3 1 0

GAME BOY BATMAN

Michael Gelf from sunny Stockport has sent in a whole heap of tips on how to deal with the end level guardians. Take it away, Mate!

JACK/THE JOKER

Try to have the batswing, as multiple hits are possible. Stay right away from them and fire repeatedly. Jump only when necessary as Jack/the Joker tend to jump into you in mid-air!

LEVEL 3-1

Dodge him, and go to the middle left of the screen. Hold down the fire button, and wait for him to fire again. Move up - he will follow and fire again. Move down again, wait for him to follow. Move to the bottom and forward. He will move to the right and fire. Repeat the cycle until he explodes.

LEVEL 3-2, FIRST BOSS

Wait for him to move into firing position, then move into him up and down, firing constantly. Note that you are perfectly safe at the bottom of the screen. When he goes off the bottom, quickly move to the top left to avoid his bullets, then move to the middle and repeat the process.

Wait until he is in firing position, then move to the top left, firing constantly. Just before his bullet hits, go to the bottom. His missile will track you, but there is a gap between the third and fourth bullet. Duck through here, and repeat the whole thing. When the helicopter retreats, move right up to him so the battery touches the gun near the base of the copier. Here you will be safe, and the copier will go BOOM!





EUROPE

3/1

TIME 1:58
SPEED 98K

121080



play... and replay

... and play and play and play.

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HIGH SCORES

Greetings and welcome to the Official UK high-scores table - the place where real joystick junkies can see their names (and their scores) up in lights. If you reckon your name should be here then send your scores on a POSTCARD or sealed down envelope to:

OFFICIAL UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32, FARRINGDON LANE, LONDON EC1R 3AU.

SEGA

ACTION FIGHTER
9 900 995 Robert Wigston, Lanarkshire, Scotland

AFTERBURNER
17 404 100 Kenneth Roria, Craig-shie, Livingston

ALEX KID (LOST STARS)
2 944 500 Dennis Watts, London

ALIEN SYNDROME
720 100 Daniel Currey, Manchester

ALTERED BEAST
720 900 Gavin Walmsley, Harlow, Essex

AMERICAN PRO FOOTBALL
583 7 Karl Clark, Cleveland

ASTRO WARRIOR
1 240 600 Grant Wolstenholme, Backdown, Lancs

ATZEC ADVENTURE
4 297 100 Michael Goode, Cardiff

BLACK BELT
2 693 156 Harry Webb, Glasgow

BLADE EAGLE 3D
89 000 Richard Bell, Bedfordshire, Surrey

BOMBER RAID
1 120 000 Peter Cousins, Chislemsford

CALIBORN GAMES
HALFPIPE 96 799 Scott McGrath, Swindon, Wts

FOOTBALL 192 840 James May, Berchington, Kent

SURFING 10 0 Robert Wigston, Lanarkshire, Scotland

SKATING 51 80 Robert Wigston, Lanarkshire, Scotland

FLYING OAK 1700 Anthony Leeds, Halesowen W Midlands

CASING GAMES
PINBALL 492 270 Karl Marsh, Gid-don, Manchester

CHOPFLIFTER
1 000 200 Robert Wigston, Lanarkshire, Scotland

CHOPFLIFTER
17 700 Kai Ling Ho, Stanford-Le-Hops, Essex

COUBLE DRAGGON
1 025 600 Andrew Jackson, Jarrow, Tyne & Wear

DYNAMITE DUX
765 250 Robert Wigston, Lanarkshire, Scotland

FANTASY ZONE
109 848 000 M G Baker, Ginnstead, Sussex

FANTASY ZONE II
8 541 080 Jon Evans, Walsall

GALAXY FORCE
427 400 Iain Gentry, Hillingdon, Middx

CANGSTOWN TOWN
805 760 Hywel Davies, Maeston, Gwent

GOLDEN AXE
245 0 James Noaks, Wores

GHOST HOUSE
1 386 500 James Denham, London

GLOBAL OFFENCE
541 100 Anthony Hault, Walsall

GREAT BASEBALL
22 001 Robert Gammon, Bedford

GREAT BASKETBALL
83 0 Stewie Cote, Nanborough, Leics

GREAT OOLP
53 Colin Boyes, Australia

HANG-ON
8 553 264 Euan Matheson, Ross-shire

KENBERGEN
605 100 Michael Goode, Cardiff

MY HERO
15 063 500 Mark Polovodskis, Australia

OUT RUN
56 1 20 400 Richard Elliott, NSW, Australia

PENQUIN LAGO
Level 22 Steven Gammell, Harford, Middles

POWER STRIKE
85 242 300 Paul Stokes, Aberdeen

PRO WRESTLING
667 100 Tim Gadier, Victoria, Australia

QUARTET
3 113 000 Gareth Wills, Bristol

RAMBO III
95 500 David Barnes, Sawston, Cambs

RAMPAGE
851 800 David Barden, Norwich

RASTAN
1 461 100 David Buckland, Bristol

RVS CO MISSION
575 300 Christine Holm, Finland

R-TYPE
7 873 500 Scott McGrath, Swindon, Wts

SAFARI HUNT
3 444 200 Sarabjit Singh, Peterborough

SECRET COMMAND
3 315 000 Julian Lloyd, Leamington Spa, Warks

SHINOBI
1 550 100 Mark Polovodskis, Australia

SPACE HARRIER
45 144 160 Matthew White, Oldbury W Midlands

SPACE HARRIER 3D
12 000 110 Gareth Poller, Thirsk, N Yorks

THUNDERBLAZE
2 701 000 Alexandra Thimney, Belfast

VIGILANTE
1 83 700 Gareth Clarke, Banbury

WONDERBOY (MONSTERLANO)
10 509 990 William Wong, Nt Stockport, Cheshire

WONDERBOY III
969 999 Andrew Bowley, Leicester

WORLD SOCCER
41 000 Karl Clark, Cleveland

ZILLION II
1 025 900 J Cunningham, Sevensnoaks, Kent

MEGADRIVE

AFTERBURNER
27 861 520 Daniel Sullivan, Coventry

ALTERED BEAST
2 698 600 Paul Wheatley, Notts

BATMAN
041 700 David Park, Gateshead

COLUMNS

25 270 844 John A Berry, Redhill

DJ BOY
7 81 5500 Peter Makinde, London

FINAL BLOW
3 1 90 400 Robert Golden, Lymington, Hants

FORGOTTEN WORLDS
1 645 200 Robert Golden, Lymington, Hants

GHOSTBUSTERS
T M Waldron, Peterborough

GHOULS AND GHOSTS
91 2 300 Daniel Sullivan, Coventry

GOLDEN AXE
371 5 Gwyn Williams, London

NEW ZEALAND STORY
413 070 Dorkan Smith, Thorpe Bay, Southend

RAMBO III
1 277 350 Jason Wall, Wisbech, Cambs

SPACE HARRIER II
27 263 600 Lee Poyle, Reading

SUPER HANG-ON
Beginner 51 355 300 Barry Ouffin, Bedford, Notts

THUNDERBOLT
Senior 48 394 400 Graham Shaw, Loughlin, Essex

THUNDERBOLT
Expert 40 821 640 Martin Westwood, Kingslister, Devon

SUPER MONACO OP
4 539 Julian Rignall, C+VG

SUPER SHINOBI
9 999 900 Daniel Sullivan, Coventry

THUNDERFORCE II
2 560 800 Paul Binstow, Erith, Kent

THUNDERFORCE III
8 61 1 550 (Mama level) Martin Trewan, Taunton, Somerset

ZOD
200 530 Andrew Croft, Okebury, West Yorkshire

NINTENDO

BALLOON FIGHT
602 550 Matthew Wilcox, Cardiff

CASTLE AVANIA
1 226 350 Mary Thom, Pinner

DUCK HUNT
1 536 000 Aaron Sparrow, Firth

ICE CLIMBER
520 000 Matthew Rafferty, Australia

KUNG-FU
1 221 800 Rex, Helsingborg, Sweden

GHOSTS & Goblins
303 400 Steffen Sletvold, Norway

GRADIUS
12 670 000 Julian Rignall, C+VG

LIFE FORCE
886 730 Steffen Sletvold, Norway

MEGA MAN
1 986 700 Richard Richards, West Glamorgan

OPERATION WOLF
1 1 1 400 James Short, Hants

PRO-AM RACING
333 778 Tim Gadier, Victoria, Australia

RUSA 'N' ATTACK
2 382 800 Steffen Sletvold, Norway

SUPER MARIO BROS
9 999 990 David Hillhouse, Workington

SUPER MARIO BROS II
Completed James Tilton, South-west Notts

SUPER MARIO BROS 3
2 550 750 (completed) Hampus Ericsson, Stockholm, Sweden

1 100 500 Julian Rignall, C+VG

GAMEBOY

SUPER MARIO
999 999 John Youssell, Formby, Merseyside

TETRIS
311 827 Gareth Harper, Co London

QUARTH
1 100 500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
1 10 301 300 Steve Creasey, Dorking, Surrey

ALTERED BEAST
576 900 Anthony Bird, Cheshire

ATOMIC ROBO-KIO
9 301 500 Rex Hasingborg, Sweden

BLOODY WOLF
2 875 800 James Overbury, Cheshire

CHAN AND CHAN
1 501 9 500 William Wong, Nt Stockport, Cheshire

DEEP BLUE
201 890 Steve Creasey, Dorking, Surrey

DEVIL CRASH
1 40 263 800 Chris Rothery, Chalfont

DRUNKEN MASTER
599 999 Bryan Servante, Stevenage

DROID SPAGIT
1 162 372 Andrew Dowling, London

FANTASY ZONE
6 672 400 Anthony Glegg, Woking, Notts

OALAGA 88
1 436 400 Bryan Servante, Stevenage

GUINHO
1 4 662 30 Aaron Harrel, Bristol

KLAX
906 200 Richard Landbetter, C+VG

LEGENDARY AXE
3 768 260 Dave Rose, Boreham Wood

NINJA WARRIORS
250 200 Wang-Sing Lee, London

ORION
625 450 Bryan Servante, Stevenage, Hants

P-47
1 279 840 Danny Glegg, Woking, Notts

PK FID
166 840 Christopher Maser, Hong Kong

POWERORBIT
1 157 020 Matthew Birch, Langley, Hants

R-TYPE
873 000 Onn Lee, Nottingham

RASTAN 2
1 92 400 Nathan Russell, Wrexham

C64

ALTERED BEAST
360 300 Alex Haddon, Australia

APB
81 400 Christer Holm, Finland

ARMALYTE
36 067 400 Simon Hudson & Ian Gentry, Hillingdon, Middx

BATMAN - THE MOVIE
664 020 Adrian Shingler, Glosop, Derbyshire

BURBLE BOBBLE
9 341 110 Simon Stapleton, County Cork, Northern Ireland

CABAL
243 794 Gareth Menary, Strathclyde, Scotland

CASTLE MASTER
4 307 500 Stuart Mays, Langport, Somerset

DENARIS
716 620 Evan Walters, Leeds

GHOLDS AND GHOSTS
41 71 800 Simon Stapleton, Hillingdon, Middx

HAMMERFIST
20 294 Craig Hurst, Whiststone, Lancashire

IK+
586 620 Ste Markley, Liverpool

LAST NINJA II
999 999 Andrea Hastings, Australia

NEW ZEALAND STORY
3 113 758 Simon Stapleton, County Cork, Northern Ireland

HIGH SCORES

NINJA WARRIORS
3,112,359 Eugene Wasyskiw, Cheltenham

OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Glouce

POWDERDRIFT
Course B, 680,290 Steven Ball, Romford, Essex

RAINBOW ISLANDS
8,369,460 Gary Tindin, Pinner

RENEGADE III
79,995 Jukka Pira, Finland

ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland

R-TYPE
1,936,300 Adrian Mylchreest, Barnsey, S Yorks

SALAMANDER
427,200 Adrian Mylchreest, Barnsey, S Yorks

SHADOW WARRIORS
384,300 Hadleigh Wilks, Woodbridge

SILKWORM
1,288,000 Chester Bjorkman, Finland

TURBO CUT RUN
16,000,150 Simon Stapleton, County Cork, Northern Ireland

TURRICAN
1,542,600 Jim Janning, Belfast, County Antrim

TUSKER
1,542,000 Chris Rautenberg, N Territory, Australia

UNTOUCHABLES
8,369,480 Gary Thom, Pinner

VENDETTA
87,500 Lesius Mrow Loughlin

ST

AFTERBURNER
62,731,830 Damien Williams, Beacons, Glasgow

ALTERED BEAST
500,700 James Ford, Somerset

ARKANOID II
525,630 Jaspal Jandu, London

B.A.T.
267,450 Jan Dobrodumov, Bradford, W Yorks

BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs

BEYOND THE ICE PALACE
199,430 Richard Jaffres, Haddenham, Bucks

BLASTERIDS
7,473,325 Richard Haflon, Horwich, Bolton

BLDDO MONEY
340,000 Chris Hall, Houghton Le Spring, York & Wear

BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester

BUGGY BOY
109,750 Simon Williams, Penzance

CONTINENTAL CIRCUS
4,887,470 Lee Tanner, Pitsae

DOUBLE DRAGDN II
1,22,000 Michael Efrin, Chester

DRADDN NINJA
180,340 Darrall Llewellyn, Wolverhampton

DYNAMITE DUX
737,580 Andrew Murray, Sittingbourne, Kent

E-MO TID N
363,150 Stuart Campbell, Bathgate, W Lothian

EMPIRE STRIKES BACK
1,160,330 Robert Swan, C+V

FORDOTTEN WORLDS
67,500 Robert Golden, Lymington, Hants

GHOULS AND GHOSTS
9,995,963 Andrew Dowling, London

IKARI WARRIORS
102,000 Winchester Hill, London

INDIANA JONES ARCADE
5,600 Darrall Llewellyn, Wolverhampton

LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs

NEW ZEALAND STORY
650,125 Stephen Simpson, Otley, W Yorks

OPERATION WOLF
1,427,650 David Chung, Leeds, N Yorks

OPERATION THUNDERBOLT
1,722,700 Keith Vance, Belfast

OUTGUN
54,677,900 Garalt Evans, Machynlleth, Dyfed

PACLAND
217,326 A Raddeam, Huddersfield, Yorkshire

PAPERBOY
109,900 Philip Hogg, Liverpool

POWDERDRIFT
1,805,821 Philip Hogg, Liverpool

RAINDW ISLANDS
2,406,010 James Davis, Sely Oak, Birmingham

RED HEAT
103,843 Philip Waste, Bradford, W Yorks

ROBOCOP
571,210 Robert Swan, C+V

R-TYPE
523,220 Hornes Spencer, Redditch, Worcs

SHADOW WARRIORS
314,200 Michael Efrin, Chester

SIDE ARMS
2,060,800 Stu, Malton Mowbray, Lancs

SPACE ACE
31,200 Paul Whetley, New Eastwood, Notts

SPACE RIFLER
6,445,730 Mark Dodd, South Wirral

STARGLIDER II
529,589 Stephen Simpson, Otley

STAR WARS
2,684,996 Stephen Simpson, Otley, W Yorks

STRIDER
3,696,500 Andrew Dowling, London

SUPER HANG-ON
40,919,996 Nick Beridge, Cheshire

SWITCH
800,490 Mark Davies, Manchester

THUNDERBLADE
614,510 Richard Davis, London

TURBO OUTRUN
1,500,200 Stuart Campbell, Bathgate, W Lothian

VINDICATORS
498,100 Stephen Simpson, Otley

XENON II
6,944,860 Colin Tracey, Colchester, Essex

XENON II
2,880,840 Damian Perca, Hazlemere, Bucks

AMIGA

AFTERBURNER
201,127,290 Mark Gaban, Victoria, Australia

ANARCHY
504,650 Yohai Shalef, Israel

BATMAN THE MOVIE
1,107,710 Darrall Alltop, Burton-on-Trent, Staffs

BLOOD MONEY
595,550 Sebastiano Tognacel, Venice, Italy

CONTINENTAL CIRCUS
5,303,460 Mr B. Colpa, Lancs

DOUBLE DRAGON II
234,240 Sebastiano Tognacel, Venice, Italy

DATATORM
1,228,925 Ky Purnell, Witham, Essex

DENARIS
315,280 Stu+Tony, Chalfont, Bucks

DOGS OF WAR
341,900 Jimmy Gustafson, Sweden

DOMINATOR
219,947 Daniel Sprangers, Gressendun, Holland

DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon

ESCAPE FROM THE PLANET OF THE RABBIT MONSTERS
364,700 Sebastiano Tognacel, Venice, Italy

FORDOTTEN WORLDS
1,427,650 Martin Alltop, Burton-on-Trent

GUNSHIP
6,840 Fred Newberg, Düsseldorf, W Germany

INDIANA JONES ARCADE
37,300 Remko de Gille, Holland

LEAD STORM
574,478 Steven Howard, Lowestoft

LICENCE TO KILL
39,573 Mr Mely, Israel

MIDNIGHT RESISTANCE
30,433 Steven Litherland, Cheshire

NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex

OPERATION THUNDERBOLT
2,680,200 Ian Perryman, Plymouth

PACMANIA
54,550 320 Colin Tracey, Colchester, Essex

PAPERBOY
107,100 David Pocock, S Croydon, Surrey

SUNSHOT STORM
251,450 Ky Purnell, Witham, Essex

SWITCH
2,026,225 Marc Gean, Kent

NICK DANGEROUS
7,44,550 Casey Gallagher, Reading, Berkshire

ROADBLASTERS
3,774,546 J Dunbar, Edinburgh

ROBOCOP
374,210 Philip Newland, Beckenham, Kent

SHADOW WARRIORS
230,400 Daniel Lewis, Shetfield

SILKWORM
3,000,420 Martin Alltop, Burton-on-Trent, Staffs

SPACE HARRIER
7,566,960 Alan Black, Desborough, N Hants

STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton

STRIDER
737,700 Danny Askins, High Wycombe, Bucks

SUPER HANG-ON
22,142,833 James Rudon, Highbridge, Somerset

SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth

TEST DRIVE II
323,772 Kevin Moore, Chorlton, Manchester

TURRICAN
1,888,500 Michael Skunna, Aberdeen

XENON II
101,110,740 Steven Delory, E Sussex

SPECTRUM

AFTERBURNER
595,550 John Bristow, Erith, Kent

BATMAN - THE MOVIE
999,890 Paul Foster, Bolton

CHARGE HD
16,037,710 Darrall Edwards, Cndr, Lancs

CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands

DOUBLE DRAGON II
1,108,000 Daniel Edwards, Chorley, Lancs

FORGOTTEN WORLDS
689,000 Fraser Spears, Birmingham

MYTH
65,863 Chris Tindpsom, Chorley, Lancs

NEW ZEALAND STORY
560,360 Chris Thompson, Cndrley,

Lancs

OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby

CUT RUN
31,065,250 Kieren Kelly, Cloughborough, Leics

RAINBOW ISLANDS
15,038,310 Nathan Haape, Bristol

ROBOCOP
1,362,240 Fraser Spears, Birmingham

SHADOW WARRIORS
51,300 Calum Beath, Moray, Scotland

SHINOBI
65,650 James Tindmas, Derby

STRIDER
56,750 Anthony Hutchinson, Exmouth, Devon

THUNDERBLADE
2,780,010 Richard Voller, Beckenham, Kent

TURBO CUT RUN
545,710 Simon Garsel, Bradford

WEC LE MANS
439,920 Richard Bilbrow, Liverpool

AMSTRAD

AFTERBURNER
958,656,140 James Higgs, Withershaw, AFB

500,780 Andrew Buckley, Reading, Berks

BATMAN THE MOVIE
42,590 James Bell, West Wickham, Kent

BATMAN THE MOVIE
438,160 Duane Nurse, Perth, Australia

BLASTERIDS
128,250 John Stay, Lincoln, Lincs

BUGGY BOY
134,150 Michael Corbett, Marsey, Berks

CRAZY CARS II
261,925 Raymond Young, Seimone 281

CHARGE HD
18,037,710 Scott McCulloch, Ayrshire, Scotland

CYBERNOD II
240,450 Samir Al-Amari, Hants

DARK SIDE
6,516,000 Stu, Melton Mowbray, Leics

DRADDN NINJA
1,000,225 James Sparshott, Dyrington, Kent

DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glouce

NARD DRIVEN
511,727 Andrew Buckley, Reading, Berks

MR HELI
243,960 Ben Patchers, Scaldwell, Northants

NINJA SPIRIT
253,000 Ben Payner, Adelaide, Australia

OPERATION THUNDERBOLT
486,400 Mark Homan, Hemel Hempstead, Herts

OUTRUN
56,768,370 R McDonald, Thurby, Leics

ROBOCOP
2,974,000 David Nicholas, Bracknell, Berks

SHADOW WARRIORS
588,150 Jaspal Jandu, Ayrshire, Scotland

TETRIS
24,280 James Lodge, Balper, Derbyshire

TURBO OUTRUN
568,150 Jaspal Jandu, Wolverhampton

UNTOUCHABLES
999,999 David Pallett, Australia

VINDICATORS
119,000 Giles Taylor, Eastleigh, Hants

THE C+VG CHALLENGE

THE AMAZING DOMARK/TENGEN CHALLENGE

The first of C+VG's softco challenges took resident editor, Paul Gancey and forever grumbling staff writer, Richard Leadbetter along with the fearless challengers, to Adlestons in Surrey - the home of the Kremlin. The Kremlin, in case you didn't know, is the home of Domark's newly-formed development team, responsible for topper games like *The Spy Who Loved Me*, and forthcoming attractions such as the home versions of Atari's *STUN Runner* coin-op, *Mig 29* and war sim, *Nam*. So now you know.

THE CHALLENGERS

One misty October morning brought forth two worthy challengers, especially selected by the C+VG highscore panel of experts for their gamesplaying expertise. Enter Dave Moore, from Jaz's very own home town of Southend-on-Sea and Andrew Butters from sunny Deptford. Dave, in particular, had impressed us before with his stonking *Blood Money* and *Thunderforce III* scores, whilst Andrew had cut his teeth on the brilliant Speccy version of *Rainbow Islands*. Joining the fray were John Kevenegh (head programming honcho at the Kremlin) and C+VG's Richard Leadbetter, who faced certain death (followed by redundancy) if he didn't win.



▲ Dressed in their promotional Domark T-Shirts, the brave contenders line up in the Adlestons sunshina for a pic. On the left we have Domark's own John Kevenegh, and next to him, covering his embarrassment with a *STUN Runner* cap, C+VG's own Richard Leadbetter. Andrew Butters is the young fellow-me-lad in the purple pants and on the right we have Dave Moore, who is looking around for the nearest toilet.

THAT SCORING SYSTEM EXPLAINED

The rules for the championship were in. For each game, each player was given three minutes to clock up the highest score possible. At the end of the gamesplaying capers, the top

scorer received ten points, the runner-up got eight whilst six and five were given for third and fourth place respectively. The winner would be the lucky bloke to pick up the most points after all four rounds. With all that numerical malarkey out of the way, it was down to business with the first game...



GAME ONE - STUN RUNNER

Having led particularly sheltered lives, none of the challengers (apart from John, obviously) had ever played the arcade version of *STUN Runner* before. In the practice session, Dave and Andrew both knocked up reasonably high scores, but poor old Rich didn't seem so confident, and failed to complete one level!

But when the crunch came, John seemed the favourite (after all, his team of programmers are converting the game!), and not surprisingly, he stormed to victory with a huge 111,865. Andrew shot up a respectable 99,725 leaving Rich to come third (even though he left the office armed with hints from arcade champ, Julian Rignell), and Dave to 'bring up the rear'.

GAME TWO - BADLANDS

After a nourishing lunch laid on by the cuddly marketing people at Domark, it was time to return to the serious business of gamesplaying. Andrew and Dave had never seen *Badlands* on the Amiga, but the disgustingly smug grin returned to the face of Richard (who had reviewed the game the month before) whilst John complained that 'he couldn't

CHALLENGE

play it" - a likely story. There were to be two head-to-head heats - Andrew versus Dave, and following that, Richard versus John.

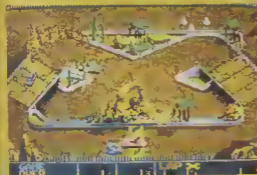
Andrew and Dave started off, burning their Badlands motors around the nuclear-blasted courses in true Super Sprint style. Dave emerged victorious from his heat with a decent 9,410 whilst Andrew tried his best and got a fairly respectable 6,350. But for some reason Dave started to feel unwell, even after winning his heat. The dope test proved negative, so the cause of his illness remained a mystery.

During the next heat, Richard started moaning about the joysticks the Kremlin had laid on, grumbling that they were about as effective as a solar-powered torch. So, out came his pride and joy (i), a Euromax Arcade and the Badlands blasting and racing could finally begin.

Richard took the lead straight away, taking every corner with ease. John made a few too many mistakes, coming third in the final rankings, whilst Rich came first with a massive 9,820 - much to everyone's annoyance. Dave went to the toilet as a gesture of defiance.



▲ After the strenuous Badlands round, the hard-playing buckaroos tuck into a yummy picnic lunch. You'll notice Dave isn't in this pic - he was looking for the toilet again.



GAME THREE - ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

As John booted up the Amiga version of the Atari 3D blasting game winning the championship was still within the grasp of all four challengers. Remembering the promise of a sacrificial burning at the stake if he didn't win, Richard was particularly eager to get to the joystick and kick some robo-butt.

Robot Monsters being another two player game, the proceedings were split into two heats, much like before. Dave would challenge Andrew, and then John would try to beat Richard. When the first heat began, Andrew stunned the gathering audience of hungry Kremlin programmers (all of them after some of the challengers' lunch) with a truly outstanding performance blessing for all his worth and getting 13,750 points into the bargain.

Poor old Rich was getting a bit worried about his fate back at the office, especially as John was supposed to be a past master at the game. He shouldn't have worried that much as he managed to rock in a colossal 13,200 - much to John's annoyance. Even after Andrew's effort, Richard took the lead - but it was a very narrow one!



GAME FOUR - KLAX

The outcome of the challenge rested on the final game - Klax, Atari's legendary game of tile arranging. Enter three very self-confident challengers. John decided that he 'wanted to go out on a high', Dave only took the practice seat because 'it had been a long time' since he'd played the game. The nauseatingly smug grin returned to Richard's face. He's a self-seating Klax-pert and once claimed that he 'lived for the game', although he later confessed that he was lying. Andrew remained strangely silent...

Watching the readers practising Klax had Rich rubbing his

SPEEDBALL

2

BRUTAL DELUXE

SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the first ball was thrown on a Speedball pitch. There are new teams, new stadiums and new rules. The arena is bigger, the players are tougher and the action is faster than ever before. The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



There are no mistakes in a. Stay in the game.



A special bit of magic? Well, not for a Star Player!



The ultimate test: a team must win you, and the championship. Take it away.



THE NEW SPEEDBALL BRUTAL DELUXE
THE ULTIMATE SPEEDBALL EXPERIENCE
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THE ULTIMATE SPEEDBALL EXPERIENCE
THE ULTIMATE SPEEDBALL EXPERIENCE



It's over!



Colours the arena of play is style.

THE C+VG CHALLENGE

hands in furtive excitement, and John (with his Kremlin programmer audience) was looking forward to an easy victory. The first heat, between Andrew and Dave, went pretty badly. In his allotted three minutes, Dave went through nine (count 'em - NINE!) credits leaving a pretty miserable score of 2,850

at the end of it. Andrew plodded on with and emerged with a reasonable 9,450.

The time of the second heat arose. Both Richard and John were aware of a very special Klax that takes over a minute of precious time to construct, but gives a massive 265,000 point bonus! The timer started, and the serious klaxing began. Richard started constructing his elaborate post-larking Klax, and pulled it off not once but twice finishing his heat with an absolutely astounding 531,120! John was particularly miffed at only pulling in 143,885 - still enough to give him the coveted second place.

THE FINAL RANKINGS

Enter C+VG's resident editor and ex-'O' Level Maths student Paul Glancey to 'hot up' the scores. Using all ten fingers, Paul calculated that, at the lower end of the scoring spectrum came Southland's Dave Moore with 23 points. Above him with 29 points was the Deptford's Dynamo himself, Andrew Butlers. John Kavanagh came in at second place with 30 points. But Paul wasn't the only one with an 'O' level in Maths. Using the skills taught to him in his CSE Maths and GCSE Statistics classes, Richard had already figured out that he was the to-gamesplayer with a massive 34 points!

THE OLD SCOREBOARD

	RICH	DAVE	ANDY	JOHN
STUN RUNNER POINTS	92,090 6	5,850 5	99,725 8	111,865 10
BADLANDS POINTS	9,820 10	9,410 8	6,350 5	7,420 8
ROBOT MONSTERS POINTS	13,200 6	8,200 5	13,750 10	12,600 8
KLAX POINTS	531,120 10	2,850 5	9,450 8	143,885 8
TOTAL POINTS	34	23	29	30



THE PRESENTATION

Enter the Tengen Trophy! Because Richard had annoyed everyone so much, and John had only achieved his score because of his involvement on STUN Runner, it was decided to give the winners' trophy to Andrew Butlers for his outstanding contribution to the championship. Hooray! Along with his groovy trophy, Andrew also walked off with ten Domark games for the Spectrum, whilst Dave scooped up five Domark classics for his Amiga. And on top of that, Domark rewarded each of the lads with a brilliant Nintendo Game Boy for their efforts!



- ▲ Suddenly stricken with "tense, nervous headache", Dave is forced to put down his joystick while Andrew plays on!



- ▲ Dave demonstrates his devil-may-care driving skills which he had obviously learned from fellow Southender, Julian Rignell. Unfortunately, he was soon to find that controlling a STUN ship isn't the same as cruising down the seafront with the windows open and the radio turned up.



- ▲ Displaying the sort of innate leer that has become his trademark, top man, Paul Glencoy presents the Tengen trophy to Andrew. What a guy! What a caption!



- ▲ Once again, the camera catches Dave looking around for a lavvy, while young Andrew gets some practice in on STUN Runner.

NEXT MONTH...

In the next C+VG Challenge, we'll be going "on the road" (well, "on the train" seems more likely) to Sheffield, where some hand-picked C+VG readers will be taking the Gremlin gang on at some of their latest releases, including Lotus Esprit Turbo Challenge! Following that, we hope to be running a Kick Off 2 Championship - so if you reckon you're one of the country's top Kicker Offers, fill in a Challenge form NOW (there's one on page 164) and send it in, marking the envelope "KICK OFF CHALLENGER"!





"Honey, I'll be back in a flash"



RICK DANGEROUS

RICK DANGEROUS

The Story So far....



BACK N A F AS FOR MODOR 64

• UM •

...KNOWING THE FAT MAN, THE ALIENS PROCEEDED TO DISCUSS THE DETAILED STRATEGY OF THEIR IMMINENT TAKEOVER OF THE EARTH...



HEY, YOU'LL HAVE TO ELIMINATE RICK DANGEROUS TO HAVE ANY CHANCE.



...BUT YOU'LL HAVE TO WHITIE ME FIRST IF YOU WANT ME TO CO-OPERATE...



'COS I KNOW EXACTLY WHERE TO FIND HIM!



O.K. IT'S A DEAL FAT ONE...

PARLIAMENT SQUARE



EVENING JOSE THE USUAL TABLE, PLEASE.



EVENIN' SENOR DANGEROUS... SENORITA...

AT R MMO* -E AMIGA ANDY AND IBM PC MPA LES.

To Be Continued..

JOIN THE LOTUS **ELI**

WIN A DAY DRIVING AROUND IN A LOTUS WITH

VROOM! Now that Gremlin have unveiled their superb Lotus Esprit Turbo SE Challenge (reviewed last issue, and received a whopping 94%), they've teamed up with the madcap motorway maniacs here at C+VG to bring you a competition that any would-be boy racer could only dream of!

What are we blithering on about? Well, it's simple. The winner, along with a friend or parent and a mystery madman from C+VG, will be sent on an all-expenses-paid day trip to the Lotus construction plant

near Norwich, where they will see these amazing machines being built! Phew, sounds exciting doesn't it?

Well, even more exciting than that, the winner will then be taken out for a slap-up feed, followed by a few dozen very fast laps around the Lotus test-track in an Esprit Turbo! If the winner is over 18 and has a full driver's licence, he or she can take the wheel, but if not they get a few dozen extra

FROM

ELITE

WITH GREMLIN!!

lops with one of Lotus' own test-drivers who will take the car to speeds of 140 mph or more! Aleel

And even if you're not that lucky chappy or chappelle, you could still have plenty of high speed thrills in store because Gremlin are giving away tickets to the British Grand Prix at Silverstone for the first five runners up!

What have you got to do? Easy peasy! Simply answer the following four Lotus-related questions, scrawl 'em down on the entry coupon then post it to:

I BET ROBERT AND GEORGE WOULDN'T MIND DRIVING A LOTUS COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Get your entries in by 30th December, because that's when we pull the winning entries from our bulging sacks.

Question one:

In which Bond film did 007 drive out of the Mediterranean, tossing a fish out of the window of his white Lotus Esprit?

Question two:

Which type of Lotus shores its name with a classic space trading game?

Question three:

If you found yourself in "the Lotus position" what would you be doing? (And the answer is not "sitting in the front seat of a sports car")

Question four:

How many wheels has the average Lotus got, excluding the spare wheel and steering wheel?



I RECKON I'M SMART ENOUGH TO JOIN THE LOTUS ELITE, AND HERE'S THE PROOF!

1

2

3

4

NAME:

ADDRESS:

AGE:

I HEREBY, HERETOFORE AND HEREWITH DECLARE THAT I AM OVER 18 AND POSSESS A FULL DRIVING LICENCE, HONEST, SIGNED:

.....



Amiga



Atari ST



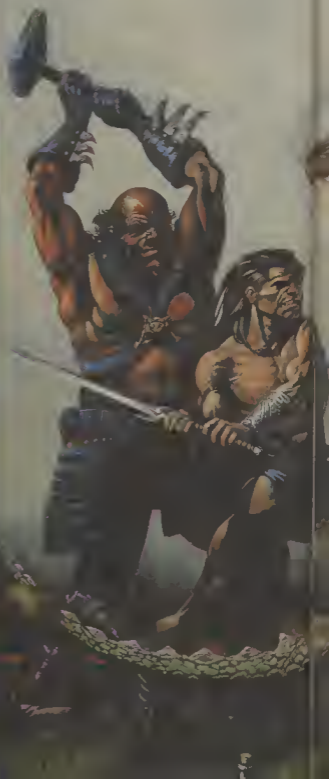
Commodore 64



Amstrad CPC



Spectrum



GOLDEN AXE

Take the challenge! The evil Death Adder has kidnapped the King and his daughter and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yax. But get there, you'll find free!

But can you battle through nine six-level and nine action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon—or climb onto the back of a fire-breathing barbarian to deal death to the Hectigorbat attacking you.



Virgin Games is a subsidiary of
Sega Corporation Ltd. 1995, 1996
Portland, ME

ROBOCOP

BY OCEAN



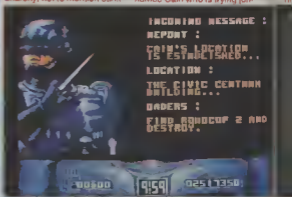
The game starts with RoboCop infiltrating Cain's Nuka production line at the River Rouge Sludge Plant. Though he's armed with his Auto 9 pistol, his main problem on this level is dodging between and jumping over the multitude of traps which Cain's lackeys have installed to protect their investment. Some of Cain's men who would rather give themselves up than suffer RoboCop's wrath, are to be found quivering on the platforms, just waiting to be busted for bonus points.



In the last puzzle sequence, Robo has to hunt through his circuits and destroy the microchips inhibiting his memories of his former self, Alex Murphy. As the cursor travels around the circuit board, it destroys anything it touches, including the circuit board, so you have to work out how to touch each of the small chips without having to double back on your trail. As each chip disappears, the image of Murphy reforms in the microscreen at top right.

Four months after RoboCop's brush with psychotic crim, Clarence Boddicker, Old Detroit's police force are still out on strike and the city is on the brink of anarchy, not to mention bank-

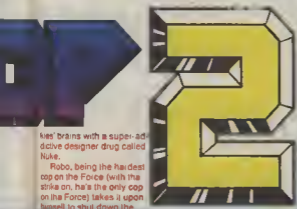
ruptcy. With Boddicker and the majority of the police force out of the way, the city's drugs market has been taken over by another psycho named Cain who is trying run-



▲ RoboCop gets his orders here



With all this heavy combat, Robo often finds his targeting system needs recalibrating, so he is sent to the police shooting range. Targets pop up all over the screen, and Robo has to blast as many as he can before they disappear. Watch out for the law-abiding citizens, though, as each one shot reduces Robo's score when the timer runs down!



ties' brains with a super-addictive designer drug called Nuke.

Robo, being the hardest cop on the Force (with the strike on, he's the only cop on the Force) takes it upon himself to shut down the



After a nasty accident with a motorcycle, Cain is dead, but his brain has been installed in OCP's new RoboCop 2 unit. To make things even worse, its brain is smashed out of its air, brain with Nuke, so the machine goes into a real psycho strip. In this final level, Robo has to search the Civic Centrum Building for RoboCop 2 then deactivate it, while leaping over spikes, electric security beams and nasty little robots.

▲ Recharge your target computer in an Op Wolf shoot out.



second platform section is set in the Tokugawa Brewery, which is doubling up as Cain's Nuke storage plant. Again, there's plenty of dangerous traps to dodge and clues to arrest for the cops, but the ultimate goal is to find the actual storage facility and destroy it.



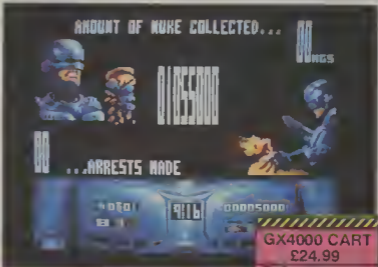
Another puzzle sequence which plays exactly the same as the first one, but this time around, Robo has to reconstitute his memories of Alex Murphy's wife. Looks like this board is almost complete!

REVIEW

Nuke production lines and clap Cain in Irons as well. But the investigation is complicated by the re-emergence of Robo's human failings, and the production of a new Robo-cop - an emotionless supercyborg which is rather more ruthless in it's law enforcement methods.

Not surprisingly, you take control of the chromium copper himself, and bringing justice to the troubled streets of Old Detroit is all down to your own joystick skills. Crime is everywhere, so keep your autopistol cocked and you should be able to slay out of trouble (or something).

Robo gets angry with dealers.



UPDATE

Robocop 2 will be appearing on ST and Amiga (pictured) priced at £24.99, as well as Spectrum (£10.99 for cassette and £15.99 for disk) and C64 cartridge (also pictured) at £19.99. The platform sections on the 16 bit versions comprise more blasting than dodging, but apart from that the games are pretty much alike. Expect all versions to be on the streets by the start of December.



GX4000 CART £24.99

The first thing that struck me about Robocop 2 was the very nice graphics. It makes really good use of the GX4000's colour capabilities. The other plus point is that because the whole game is on cartridge, the lack of a long-winded tape multiloop makes it much easier to enjoy it. The actual structure of the game isn't too far removed from that of the original Robocop game, insofar as it mixes action sections with puzzle games and a target shoot-out, and the formula works almost as well as it did before. The only problem I actually had was with the Amstrad joystick, which made getting those essential diagonals a little tricky. On the whole, though, this is a pretty good movie licence which is sure to be a big hit with the new breed of software-starved Amstrad owners.

PAUL GLANCEY

GRAPHICS	85%
SOUND	79%
VALUE	80%
PLAYABILITY	80%
OVERALL	80%

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CRACK DOWN™ • THUNDER BLADE™ • DYNAMITE DUX™

STRIDER

BY SEGA

**C+VG
HIT!**

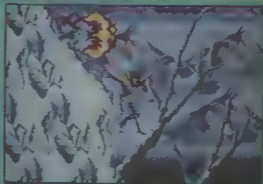
A Communist power has seized control of Eurasia, aided and abetted by mysterious beings from another planet. There can be only one person who can sort out this mess and that particular hero is Strider Hiryu, gold medal winner of 2048 AD Mr. Gymnast competition. Strider has been taken 'raw' from his years of concentrated

training and, armed only with his electro sword, he is boldly going forth to kick some alien ass behind enemy lines.

But it's a voyage of carnage, destruction and doom that will take him through five levels of eight-way scrolling terror and only the fittest (and the most athletic) will survive to confront the alien leader.



▲ "Cutting loose" with a huge titanium blade!



TRANS-SIBERIAN EXCESS

There are five enormous stages crammed into Strider. In the first you hang glide into Red Square, taking comme ça into the Kremlin death, before moving your death-laden antics into the Kremlin. Then it's off to deal napalm death to an enemy complex in



ATHLETICS ANONYMOUS

Strider has a number of athletic moves in his repertoire. He somersaults, leaps, and "henge tough" on any protruding scenery, and a touch of the up-direction on the joypad will move him up to

the next platform. Also, for Strider, read Slider! Pulling your joy-pad down and pressing the jump button will make Strider slide in the required direction and with the aid of his razor heels, "but up" the opposition!



A cold Siberian ice-tunnel can be climbed with ease

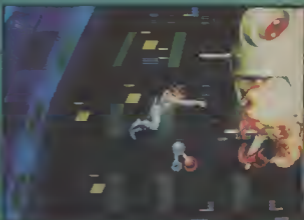


BOSS BUSTERS

At the end of each level, Strider has a pretty nasty surprise as the communist "swine" have planted terrifying guardians to show him the door to doom! Look out for the Kremlin Snake, a whip-wielding maniac, a robo-dinosaur and the aliens' head honcho! Arrggghhh!



led on the slopes of Siberia, and following that, a huge enemy ship has to be destroyed. Strider's trail of destruction isn't over though, and primitive rain-forests are his next port-of-call before the final confrontation in the enemy's heavily-defended stronghold.



REVIEW

STRIDER



▲ Scaling the side of the Kramlin with our striding hero.

▼ ED-209 lookalikes are just one more foe for Strider.



UPDATE

Strider has been out on the 5 and 16 bit systems for over a year and it wasn't tops (this is an ST pic). However, Strider 2 (reviewed this ish) is a big improvement. PC Engine Super Graphx owners should have a version of Strider in store real soon and there's even a Nintendo version available in the USA which should make it's way over here before long.



▲ He may look cool at the moment, but in a couple of seconds

THANK YOU!

A big 'thank you' to PC Engine Supplies for lending us the Strider cart. Call them on (0782) 712739 for all your console requirements!

MEGADRIVE £41.00

There's no denying that Strider is somewhat on the expensive side, but then again, that always seems to be the case with the best Megadrive carts available - and Strider certainly fits into that category. We've consulted experts on the matter and the word is that Megadrive Strider IS arcade Strider! The graphics (check out those wonderful screen shots!) and sound are exactly the same as the arcade, as is the brilliant playability. We're talking about an utterly fantastic platform game here - definitely the greatest yet seen on Sega's 16 bit wonder machine! You're pretty much getting three thousand quid's worth of arcade machine for forty one notes, so you can't really complain, can you? Buy it pronto and enjoy! I did!

**RICHARD
LEADBETTER**

GRAPHICS 96%
SOUND 94%
VALUE 93%
PLAYABILITY 97%

OVERALL 95%

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM



DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

RETRACE
THE STEPS
OF DICK TRACY,
THE WORLD
FAMOUS
COMIC STRIP
DETECTIVE,
IN THIS SUPERB
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BUSTER MOVIE.

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It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.

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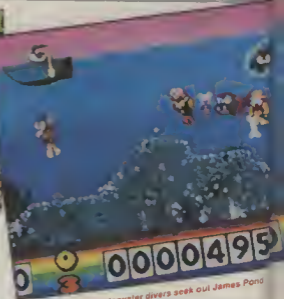
Developed by:



For more information please call 0268 541212

REVIEW

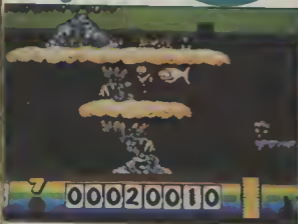
● AMIGA



▲ Underwater divers seek out James Pond

JAMES POND

BY MILLENNIUM



▲ Pond leads the innocent fish to safety

72

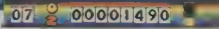


REVIEW

**C+VG
HIT!**



▲ A View to A Spill at an ACME oil-rig.



Oh my Cod! Terror is stalking the icy darkness of the ocean depths! The evil Dr Maybe is the culprit behind terrorist acts such as capturing innocent lobsters, molesting marmalades (!?) and corrupting the seas with toxic waste! Such evil can only be destroyed once and for all by a real hero. Enter James Pond - underwater agent (code number: double-bubble seven).

The player adopts the mantle of the anonymous Mr Pond at the beginning of twelve missions' worth of sub-aqua frolics. The heroic had-dock's tasks are many and

varied. In one mission he may be saving the ocean bed from a slow, agonising death by plugging up leaking oil tankers with sponges (!). In another he has to rescue seals from the clutches of Dr Maybe's Eskimo-dwarf henchman. Luckily, Pond is licensed to bubble, and capturing enemies in bubbles makes them vulnerable to Pond's trained fins.

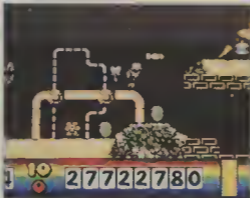
In the course of a mission, Pond gets his fins on some of the most advanced fish-like goodies available in the world. Fairy wands make our hero invincible, bubble-gum will bubble all the enemies on screen at once and a haart

will give Pond another life. Different coloured star-fish also endow Mr Pond with super-natural marine abilities such as increased bubble-power and super speed.

Dr Maybe has amassed his forces for an all-out, final assault - and only James Pond can save the day (and presumably, the ocean).

UPDATE

James Pond: Underwater Agent will also be making an appearance on the ST, priced at £24.99. Expect much the same game with slightly slower scrolling.



▲ Watch out for the strength-sapping slimy, Pond!

AMIGA £24.99

Crikey! My eyes had to be stuck back into their sockets when I first caught sight of the brilliant graphics and super-smooth scrolling that James Pond has to offer! From the super-cute sprites through to the brilliant scenery (check out Pond's underwater home!), everything is a graphical feast to behold! The playability's fab as well, with plenty of different missions to keep you going (with groan-worthy titles as well - a View to a Spill is my fave!), and even stacks of hidden bonuses and rooms to find. This is a brilliant arcade adventure with a loads of laughs guaranteed. Go on, dive in!

**RICHARD
LEADBETTER**

GRAPHICS	95%
SOUND	82%
VALUE	90%
PLAYABILITY	91%
OVERALL	90%

IVAN 'IRONMAN' STEWART'S

SUPER

OFF ROAD

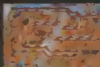
GRAB
THE WHEEL,
AND HIT
THE NITROS!



ARCAD



486 ST



10M PC



CD



AMSTRAD



SPECTRUM



THE ARCADE
SMASH!
CONVERTED BY



Highly recommended" - The One

the best - and will be for a long while yet.

84% overall

"Best overhead racing game on the market
for all racing fans." 92% overall

"A great game full of road wrecking
98% overall - A Crash Smash



GAMES

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▲ Beasi etruts his thang in the forest level!

SHADOW OF THE BEAST

▼ This end-of-level guardian yields to a few well-placed laser bursts.



BY GREMLIN

They said it couldn't be done but they were wrong! The greatest Amiga demo of them all has been translated onto the Speccy and Amstrad! The game's scenario is pretty straightforward: A slapping young fellow named has been hideously deformed and enslaved by the Beast Midge, and now it looks like the slave wants revenge on the master!

The player adopts the mantle of the Beast in question and travels through an eight-way scrolling landscape in his quest to bring down the

evil mage and give some of his minions a good kicking at the same time. The Beast's quest takes him through many levels of danger and pulse-racing excitement including a haunted forest, a castle full of crazed ghouls and a daisied well with the promise of adventure and terror at every turn!

UPDATE

Beast is also coming to the C64, this time courtesy of Ocean! Take a butcher's at this preview section for the full story...

AMSTRAD £9.99

Let's not beat about the bush - the Amstrad version of *Shadow of the Beast* is flippin' good! There's a huge amount of detail crammed into the parallel-scrolling backdrops and the four colour high resolution graphics work really well. The sprites are big and bold and finely detailed - make no mistake, *Shadow of the Beast* is a bit of a looker. As in the Amiga game, the running-about-and-punching-things action is a bit on the simplistic side, but there are a few unsanctimonious puzzle elements to activate the old logic centres every now and again. Admittedly, it's hard to imagine a better conversion than this, but as a game *Shadow of the Beast* is still lacking that extra oomph that would make it a classic. Go get it if you like the look of the Amiga game.

**RICHARD
LEADBETTER**

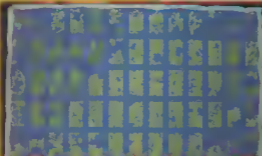


SPECTRUM £9.99

A monochromatic version of the Amstrad game and just as good.

OVERALL 83%

GRAPHICS	92%
SOUND	65%
VALUE	81%
PLAYABILITY	80%
OVERALL	82%



WONDERFUL WORLD OF POWERMONGER

Unless you choose to start on a random landscape, the campaign begins on the top left island, then when that one is conquered you can move to any adjacent one. There are 195 worlds in all - that's a lot of conquering.



THE LANDS OF PLENTY

The key to survival is to reap the goodness from the land you have. As well as inventing weapons, your blacksmith must invent ploughs to till the land and boats to cross the rivers. Crops are needed to feed the hungry, and sheep rearing is essential for clothing and meat.

BY ELECTRONIC ARTS

Your rule was fair and just. Your fate may not be. You were once the proud and powerful king of Miremar, a bounteous paradise where crops grew in abundance, sheep roamed the hills and everyone was happy. But things have changed. Terrible earthquakes have ravaged your fair kingdom, mountains have collapsed on your great

**C+VG
HIT!**

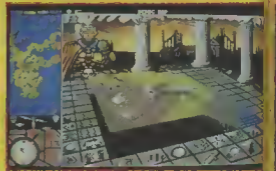
cities and Miremar is now but a distant memory.

Typical A

B

C

Power



CIVILIAN SKILLS

Civilian life has an essential bearing in your aspirations of world domination. You are more likely to be able to invent better weapons

POWERMONGER



▲ *Winter strikes a farming village. Time to invent something!*

Fortunately you managed to escape. As the last seismic upheaval turned Miremar into a lava-covered hellhole you managed to escape to the ocean with a few civilians and your elite corps of fighter warriors.

The journey was long and fraught with danger, but after many days of tireless searching and fine seamanship, an island paradise similar to Miremar was discovered, boasting fair weather and fine soils. This was the place

to start afresh, of that there was no doubt. The only problem is that this new land is already colonized...

You could surrender yourself and your men to the natives here. But since you are the style of a born leader, or a king. Your task is simple. This land is yours and you must conquer it, by fair means or foul. But your tiny settlement is easily outnumbered by the natives. Skill and cunning must be used. Your men could pillage small



THE ARMY GAME

Violence is a fact of life - In PowerMonger too. Your captains scout the land using the words of diplomacy to recruit new followers and other leaders, and any infidel is put to the sword. But the army's role is not so limited. Captains can be dispatched to spy on the enemy, providing essential intelligence on enemy activity. At all times it is the army that acts as scouts, conquering the territory on which new hamlets can be built. Orders can be relayed via carrier pigeon, so there's usually some delay before your officers act upon them.



A CUNNING PLAN

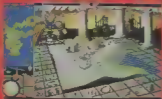
Military wit is also needed in order to succeed. Some towns may nestle at the foot of the mountains - to avoid the ravages of the wind during Winter. Natural geography can be used to your tactical advantage as surprise attacks can be created by using natural obstructions to shield your military build-ups. In the lands of PowerMonger, forests are excellent cover.



ports if a merchant regularly visits your villages. You will also need the raw materials to make weapons such as catapults all the way down to swords, bows and pikes.

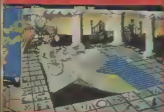
REVIEW

POWERMONGER



villages, but for larger towns more men will have to be recruited.

But perhaps there is one small fact that can aid your course to victory. You are the only invading tribe. Other travelers from far and distant lands have arrived with the same idea as you. You will have to impress the opposing captains with fine words of diplomacy as well as skill with the blade, if you wish to recruit them to your banner. But remember, there can only be one PowerMonger.



**C+VG
HIT!**

UPDATE

Expect a perfectly formed version of PowerMonger rather soon on the ST, priced at £29.99. Buy it, please.

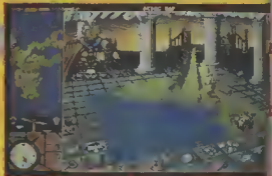
◀ Your army readies itself for the attack...

AMIGA £29.99

Populous was ranked as one of the greatest strategy games of all time, but, believe it or not PowerMonger simply blows it out of the water! Life is replicated perfectly in this game. Warriors brandish swords and struggle with huge catapults. Villages bustle with day-to-day activity and farmers even tend to their sheep! The graphics are simply amazing. The weather conditions of each season have a fabulous visual affect, be it showers of rain or swirling snowstorms. The sound is better still. Birds sing, sheep baa, carrier pigeons coo and after a successful combat your army even shouts 'hay!' a few times in celebration. The depth of gameplay in PowerMonger is simply unsurpassed with plenty of awesome affects. Watching your men cart a newly invented boat to a river, climb in to it and paddle across is just one affect that'll blow your mind! Guaranteed to last months, PowerMonger is the best strategy game this year - and you can quote me on that!

**RICHARD
LEADBETTER**

GRAPHICS	97%
SOUND	97%
VALUE	95%
PLAYABILITY	94%
OVERALL	95%



A LITTLE SEASONING

To depict the passage of time the game cycles through the four seasons of the year, all of which affect the actions and abilities of your people. With winter comes the snow, which piles up in drifts, then greenery returns with the spring rains. Following that it's sunny summer days and chirping crickets until Autumn, when the rain is back with howling winds! A prevailing high pressure front (Enough!- Ed)



RAVN

**YOUR
MOTHER
WOULDN'T
LIKE IT!**

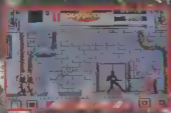


From Rome to New York, psychoplasque is taking its victims. The President of the United States, himself, is contaminated. You are Ravn, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

AVAILABLE FOR
ATARI ST
AMIGA
PC & COMPATIBLE



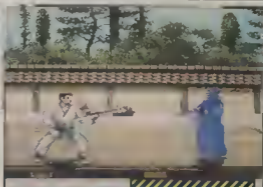
THE VIDEO GAME



UBI SOFT

Entertainment Software

SOFT OF
DIERS HO
READING J
KLEY,
BIRLEY
(0252) 840
E AND TANBU



▲ Our hero flashes out at the Darth Vader-like

BUDOKAN

BY ELECTRONIC ARTS

I was one real bad dude. A man living on the edge. On the brink... On thin ice. I lived life to the max. But even I was surprised when I was picked up from the gutters by the master of some mumbo-jumbo Dojo and whisked thousands of miles around the globe to the Land of the Rising Sun to learn the secret arts of Bo (The Big Stick), Nunchuke (Rice Flails of Destruction), Karate (Fists of

Steel) and Kendo (Big Sticks and Metal Masks).

I figured that this Jap master dude owed me a Pa some kind of debt, and getting me to light in the world tournaments - the Budoken - was his way to even the score. When I got to the Dojo things started to get tough. For each of the four martial arts I'm learning, there are nearly 40 moves to be finely honed to perfection.

I have to learn to use my mind as well as my fists in combat. Sometimes the

steam-roller approach pays off, but for some of the harder dudes in the Budoken it's best to build up your ki level and floor your opponent with two or three ki-filled blows.

UPDATE

Budokan's been out and about on the Amiga and PC for yonks now, and still weighs in as a terrific baat 'em up. Go for it!

▼ The Bo has the striking distance, the Nunchuke has the power.



MEGADRIIVE
£29.99

Megadrive Budoken is simply a straight port across of the lebbos Amiga beat 'em up of the same name. The graphics are just as brilliant as the 16-bit game, but the sound isn't quite as impressive - even though there's plenty of sampled speech (Japanese of course) and realistic yelps of pain. The two player option has been retained as well which makes for hours of one-on-one chopsocky fun. Beshers beware, though, because Budokan isn't a straightforward pummel-the-opponents baat 'em up. Believing ki and stamina levels requires a good deal of thought, but it is essential to making blows count. I found this strategy element makes for an even better game, though, and when you add to that the huge variety of moves available on each of the four disciplines, I think you'll find that Budokan is a thumpin' good beat 'em up.

RICHARD
LEADBETTER

GRAPHICS	90%
SOUND	82%
VALUE	83%
PLAYABILITY	87%
OVERALL	84%



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ocean

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NO TIME TO SHOOT THE BREEZE!**

In fact you've hardly set your feet down in the mid-
S.S.R. and it's all action. You'll find the latest and
formidable bubble poppin' that bounc
bomb has just multipl
addictive arcade game
A quick eye and super fast reflexes will give
half-chance of a
other half

Join the world in
the year from Mitchell
the
the

You're one mean, hot dude. Get a steering wheel in your hand and you're unbeatable. However things aren't going too well. Over-revving the engine of your Skoda never really did it much good and your racing career, like your little Russian terror, is going nowhere. You need a real motor and a meaty challenge - and like your driving, you need them fast!

Here's the good news. A number of sponsors have been impressed by your antics and want to take you onto their team. Formula one racing! A dream come true! A whole season's worth of high speed racing across a number of tracks is yours for the



▲ Pitstop chaos at the F1 Circus.

F1 CIRCUS

BY NICHIBUTSU

taking with the aid of this new Engine card.

But it's not just the racing over the eight-way scrolling tracks that's going to keep you occupied. The mechanics on your team are as thick as two short planks, so all the decision making is down to the player. Although the pit crew can help when it comes

to changing tyres and engines, the racing excitement can only be handled by you. So, waste no more time! Get your racing trousers on and put the pedal to the metal!

THANK YOU!

PC Engine Supplies (0782 712759) deserve our thanks for supplying us with the F1 Circus card. Thanks guys!

**C+VG
HIT!**

▼ Same tactics sometimes do the trick...



PC ENGINE

£34.00

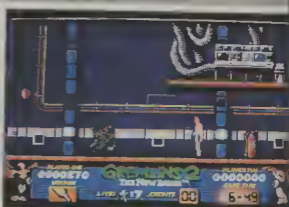
Formula 1 has never been so much fun! F1 Circus cuts out all the simulation rubbish and turns the speedy sport into a real gut-wrenching arcade experience! The scrolling on this game is unbelievably fast - move your F1 roadster into sixth and watch it fly! Multiple pit-stops are commonplace on the F1 circuits, but your car seems to be able to take such catastrophic damage with ease! The control of your car (especially at speed) takes a long time to master and you'll probably spend quite a while on the practice circuits before you qualify, but it's fun all the way and once you're racing, you're hooked! Go for it without delay - this is one classy arcade game and will have you at the Engine for ages!

RICHARD
LEADBETTER

GRAPHICS	89%
SOUND	78%
VALUE	88%
PLAYABILITY	88%
OVERALL	87%



▲ Platform pranks with the Gremlins.



GREMLINS II

BY ELITE

We told the rules. We told you not to get them wet. We told you not to feed them after midnight. Did you listen? Nope, and just when you thought you'd got rid of 'em for good, they're back.

A seemingly harmless corridor

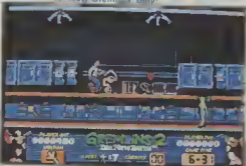
and they're worse than ever! It's been a few years since the Gremlins wreaked havoc at Kingston Falls, but now things are starting to go wrong. Clamp Plaza, a huge multi-story complex, is now

under threat of destruction by those madcap monsters, and it's down to Billy Peltzer to sort things out. Armed from the outset with a torch, Billy must ensure that the scaly maniacs are disposed of before nightfall. If you fail, the Gremlins will escape the building into New York City, and then...?

Viewed from side-on, Billy can run, jump and shoot, collecting additional weapons and power-ups along the way. Some Gremlins release bubbles when destroyed, which can be traded in for weapons at the end of each level. You haven't got it all your own way, though, because those crazed creeps have set traps-a-plenty around the building, and will do anything in their power to stop you!



▼ Blast those nasty Gremlins, Billy!



AMIGA
£24.99

To be perfectly frank, I was expecting this to be a pile of poo, but Gremlins 2 is actually rather jolly. Things get off to a good start with the cuts (yecch!) intro sequence of Gizmo blinking his eyes to the sound of a Gremlin muttering threats of doom and gloom, and gets better from thereon in. Both graphics and sound fit the bill nicely, with well-animated characters and loads of sampled sound, but the gameplay suffers from being over-difficult in parts, making things somewhat frustrating. There are some very nice touches, such as Gizmo parachuting in Rambo-style when the correct token is collected, and the Gremlins disappearing with a satisfying "squish" when blasted. Overall, a fun game that will please platform fans, but definitely not one for novices.

ROBERT SWAN

UPDATE

The New Batch will be infesting an ST near you real soon, with similar graphics and sound to the Amiga game's. Expect C64, Spectrum and Amstrad versions nearer to Christmas.

GRAPHICS	86%
SOUND	88%
VALUE	80%
PLAYABILITY	75%
OVERALL	82%

[illegible]

ATARI STE



ANYCA

92% CRASH SMASH

92% GEN D'OR

91% ZERO HERO

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SPIDERMAN

BY EMPIRE

Quentin Beck alias Spider-Man's arch enemy Mysterio, has broken out of prison and is after revenge. Although he's unaware that Peter Parker is actually Spider-Man he does know that the web-slinging super-hero is a close friend of Parker's wife, Mary Jane.

Thus he decides to kidnap Mary Jane and he takes his captive to Rockwell Studios, leaving a tantalizing note for Parker: "If you ever want to see Mary Jane again, get Spider-Man to meet me at the Rockwell Studios, tomorrow midnight".

Spidey knows it's a trap - Rockwell Studios have been deserted for years now and who knows what devastating traps and illusions Mysterio has conjured up. When Spider-Man reaches the studios his worst fears are confirmed. Not only are there many traps, but Mysterio has used his knowledge of robotics to create metallic minions all designed with one direc-

tive only: kill Spider-Man.

The studios are separated into sets. You'll find ghostly crypts and graveyards, mazes and there's even a Wild West set in there somewhere! Progress has to be made by solving puzzles in this flick-screen platform game. Switches open doors, but watch out for booby-traps designed to send Spider-Man to The Great Web In The Sky. But Spidey's still got his super-human wall-crawling

C+VG HIT!

powers and his extremely useful web-shooter, so there shouldn't be much of a problem, should there?

▼ Spooky mummies threaten our Spidey!



▼ Spine a web, any size! Catch a thief, just like flies!



UPDATE

The Amazing Spider-Man will be crawling to a Spectrum, Amstrad, C64, ST and PC near you, soon. The game doesn't really exploit 16 bit power, so all the versions should compare well to this Amiga game.

AMIGA
£24.99

First impressions of Spider-Man aren't really very good. There's a distinct lack of action, the graphics are very small and the backdrops are pretty slenderfart. However, get your teeth into this game, and you'll soon find yourself wall and truly addicted. The platform-based puzzling action is reminiscent of both Rick Dangerous and Manic Miner with the added advantage of Spidey's abilities. But as I recall, Spider-Man had superhuman strength and the real McCoy would be able to pound Mysterio's robotic goons with little effort. Some of the puzzles are difficult to solve, though not impossible. Beware Spidey-fans - this isn't quite the action-filled game we expected, but the puzzling action kept me hooked for hours. No doubt it'll do the same for computer-owning Marvel fans.

RICHARD
LEADBETTER

GRAPHICS	87%
SOUND	80%
VALUE	87%
PLAYABILITY	89%
OVERALL	87%

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THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	-	Guardian Angel	Code Masters	●	●	●	●	●
2	-	Run the Gauntlet	Hit Squad	●	●	●	●	●
3	-	Soccer Double	E+J Software	●	●	●	-	-
4	-	Quattro Combat	Code Masters	●	●	●	-	-
5	2	Quattro Adventure	Code Masters	●	●	●	-	-
6	1	Shadow Warriors	Ocean	●	●	●	●	●
7	4	Pro Boxing	Code Masters	●	●	●	-	-
8	3	Rastan	Hit Squad	●	●	●	-	-
9	-	Quattro Super Hits	Code Masters	●	●	●	-	-
10	7	Paperboy	Encore	●	●	●	●	●
11	20	Hong Kong Phooey	Hi-Tec	●	●	●	-	-
12	15	The Munsters	Alternative	●	●	●	●	●
13	-	Back to the Future II	Image Works	●	●	●	●	●
14	8	Yogi's Gt Escape	Hi-Tec	●	●	●	●	●
15	10	Salamander	Hit Squad	●	●	●	-	-
16	9	Fantasy Dizzy	Code Masters	●	●	●	-	-
17	-	Road Blasters	Kixx	●	●	●	-	-
18	11	Match Day 2	Hit Squad	●	●	●	-	-
19	-	TNT	Domark	●	●	●	●	●
20	-	Wombles	Alternative	●	●	●	-	-



All change once again, as Guardian Angel amasses its way to the top of the heap, followed by a rather mixed bag of good and bad budget gear, and a very small number of full price

titles! But just wait till next month when those Christmas magsamas will hit the top! Will it be Turtles or Robocop 2 at number one?

AMIGA TOP 20

1	1	Corporation	Core	82%
2	3	Kick Off 2	Anco	95%
3	-	Immortal	Elec Arts	93%
4	-	Ti Dizzy	Code Mstrs	80%
5	2	Shadow of Besst 2	Psygnosis	59%
6	-	Gremlins 2	Elits	82%
7	20	F29 Retsiliator	Ocean	96%
8	-	Guardian Angsi	Cods Mstrs	74%
9	-	Dsys of Thunder	Mindscape	52%
10	5	Yogi's Gt Escape	Hi-Tec	83%
11	-	Magic Fly	Elec Arts	70%
12	8	Targhan	Action 16	61%
13	-	Iron Tracker	Smash 16	49%
14	-	Spy Who Lovsd Me	Domsrk	91%
15	-	TNT	Domsrk	73%
16	-	Italia 1990	Code Mstrs	38%
17	-	Killing Gams Show	Psygnosis	88%
18	10	Shadow Wsrriors	Dcsn	93%
19	9	Fast Lane	Action 16	24%
20	7	BSS Jane Seymour	Grsmiin	91%



KO2 climbs back a space, Shadow of The Beast II hangs on and the excellent Spy Who Loved Me enters the charts at number 14. No sign of Lotus yet, but it wasn't on the shelves in time for this chart.

ROB'S TIP FOR THE TOP

It's that funny time of year again - predicting the Christmas number one. On hype alone, I'd have to say Turtle, but RoboCop 2's a possibility.



Quattro this, Quattro that, Quattro everything as the Cods Mstrs run riot through the chart this month! Again, budget software rules the roost, but next month, the top of the chart will undoubtedly be turned upside-down, what with...

ROB'S TIP FOR THE TOP

Youthful redolentive kerets reptiles! Okay, maybe I can't avoid saying "Turtle" without sounding silly, but it was worth a try anyway...

C64 TOP 20

1	-	Run the Gsuntist	Hit Squad	72%
2	-	Hong Kong Phooey	Hi-Tec	38%
3	-	Gusrdisn Angel	Code Mstrs	84%
4	5	Pro Boxing	Cods Mstrs	77%
5	7	Salamsnder	Hit Squad	93%
6	17	Quattro Combat	Cods Mstrs	67%
7	6	Fantasy Dizzy	Cods Mstrs	81%
8	1	Quattro Adv	Cods Mstrs	77%
9	-	Socscr Double	E+J	65%
10	-	TNT	Domsrk	49%
11	3	Paperboy	Encore	68%
12	8	Quattro Sports	Code Mstrs	70%
13	-	Quattro Super Hits	Cods Mstrs	65%
14	19	Road Blasters	Kixx	59%
15	15	Ruff and Reddy	Hi-Tec	67%
16	14	Match Day 2	Hit Squad	89%
17	9	Shadow Wsrriors	Ocean	88%
18	15	Ruff and Reddy	Hi-Tec	67%
19	12	Prince Clumsy	Code Mstrs	63%
20	-	Back to Future 2	Imageworks	53%

PUZZNIC

The latest and greatest puzzle game to hit the scene - and now it's on your computer! Come in 144 levels of complexity as you position the

blocks and make them disappear. Sounds easy?

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!

ocean

TATTO



LOTUS ESPRIT

TURBO CHALLENGE



Screen shot from Amiga format



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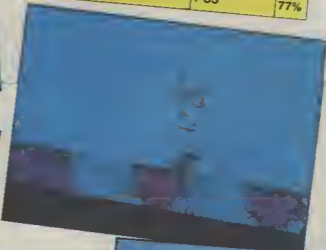
ATARI ST TOP 20

1	-	Shadow of Beast	Psygnosis	60%
2	1	F-19 Stealth Fgr	MicroProse	89%
3	17	Battle of Britain	US Gold	89%
4	5	Shadow Warriors	Ocean	84%
5	7	Futura Bika	Hi-Tec	72%
6	3	Pro Tennis	Code Mstra	70%
7	-	Cadaver	Imageworks	95%
8	-	Ti Dizzy	Code Mstrs	80%
9	2	Targhan	Action 16	61%
10	-	Rock Star	Code Matra	62%
11	8	Kick Off 2	Anco	95%
12	11	Formula 1 GP	MicroValua	63%
13	-	Emlyn's Soccer	Audiogenic	65%
14	-	Capt Blood	Smash 16	70%
15	4	Yogi's Gt Escape	Hi-Tec	83%
16	-	WC LeaderBoard	Klaxix	89%
17	-	Midnight Reaist	Ocean	79%
18	-	Italia 1990	Code Mstrs	38%
19	-	Op Stealth	US Gold	83%
20	-	Battle Maater	PSS	77%

Well, I wee closs - F-19 has been knocked down, but only to the number two spot - overtaken by Shadow of the Beast! It's nice to see Battle of Britain in third, and the re-emergence of LeaderBoard, but there's not much else to wet yourselves over.

ROB'S TIP FOR THE TOP

While repeating myself, but it's a forgone conclusion - Turtiss, Turtle and even more Nippin' Turtle! I have bean wrong, before, however...



SPECTRUM TOP 20

-	Soccer Double	E+J	68%
-	Run the Gauntlet	Hit Squad	74%
6	Quattro Adv	Code Mstrs	83%
-	Quattro Combat	Code Mstrs	67%
1	Guardian Angel	Code Mstrs	79%
20	Realan	Hit Squad	89%
12	Road Blasters	Kixx	63%
8	Pro Golf	Atlantis	60%
5	Shadow Warriors	Ocean	88%
11	Pro Boxing	Code Mstrs	79%
13	Ti Dizzy	Code Mstrs	80%
12	Match Day 2	Hit Squad	87%
14	Paperboy	Encore	8
15	Quattro Super Hits	Code Mstrs	54%
-	Back to Future 2	Imageworks	50%
-	ACE/ACE 2	Encore	87%
-	High Steel	Alternative	65%
-	Fantasy Dizzy	Code Mstrs	80%
-	Wombies	Alternative	72%
-	Wonderboy	Hit Squad	60%



Well, well, well, what a surprise! Loads budget software in this neck of the woods, and not a lot else - same old story, the fight for love and glory, eh, Bob?

ROB'S TIP FOR THE TOP

Teanage mutant ninja raiidsar, haroes with a hat-stand! Oh, sorry, ah, well, I reckon, to be honest, those email acely merial artists will be doing their theng at the top next month.

AMSTRAD TOP 20

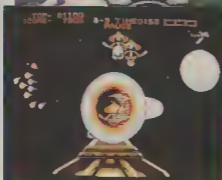
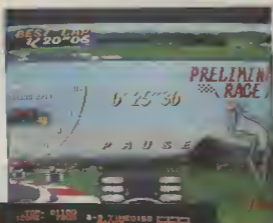
1	-	Guardian Angel	Code Mstrs	79%
2	-	Quattro Combat	Code Mstrs	63%
3	1	Quattro Adv	Code Mstrs	74%
4	-	Quattro Sup Hits	Code Mstrs	65%
5	-	Qp Hormuz	Alternative	74%
6	-	Soccer Double	E+J	70%
7	13	The Munsters	Alternative	54%
8	9	Paperboy	Encore	85%
9	-	Rastan	Hit Squad	88%
10	6	Pro Golf	Atlantis	70%
11	-	Jaws	Alternative	38%
12	-	Run the Gauntlet	Hit Squad	70%
13	4	Pro Boxing	Code Mstrs	77%
14	-	Wombles	Alternative	72%
15	-	Champ Basketball	Alternative	61%
16	10	Big Tr/Little China	Alternative	59%
17	2	Temple of Doom	Kixx	63%
18	-	High Steel	Alternative	56%
19	-	Back to Future 2	Imageworks	52%
20	-	Hong Kong Phooey	Hi-Tec	37%



Guardian Angel makes a dramatic entrance - straight to number one! Back to the Future 2 is the only full price product in the chart and that isn't up to much! Things can only get better... can't they?

ROB'S TIP FOR THE TOP

And now, live from London, it's the quiz of the week - will those Turtliss be at number one? If they ain't, I'll eat my anchovy pizza (and I HATE anchovies!)



PC ENGINE TOP 5

1	-	Splatterhouse	92%
2	2	Don Doko Don	93%
3	1	Devil Crash	93%
4	-	Darius +	88%
5	-	Afterburner	82%

PC ENGINE

Splatterhouse splats its way to the top of the heap, with those Don Doko dwarves still battling away behind. Devil Crash rolls in third, Darius blasts into fourth place, and Afterburner roars into fifth.

MEGADRIVE

Strider somersaults straight into the top slot the month, with Super Monaco GP sliding back into second place on the grid. E-SWAT holds third for yet another month, with Jacko sliding down, and Populous coming up

MEGADRIVE TOP 5

1	-	Strider	95%
2	1	Super Monaco GP	95%
3	3	E-SWAT	93%
4	2	Moonwalker	88%
5	-	Populous	90%

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THE BEST

STAR WARS HIT SQUAD

Quite some time ago, in a galaxy not too far away, Star Wars: The Arcade Game appeared, a jolly vector graphics blaster with lots of sampled speech. Then a few years ago, it was released on practically every format imaginable, and now it's emerging once more as a budget re-release. It's simple enough - blast TIE fighters to bits, race across the surface of the Death Star, zip along the trench, and zap the exhausted port to blow the sucker to kingdom-come. Your X-Wing has a limited number of shields to protect you, and once these are gone, you've had it. As far as these variations go, it's pretty repetitive stuff, but the Amstrad version is nonetheless entertaining, and nippy to boot. The C64 version, however, plays like a slug in frazzle, with jerky

C64 £2.99
<i>Oh dearie ma - snail city. Even ardent fans should avoid temptation with this - even at the budget price.</i>
OVERALL 56%
AMSTRAD £2.99
<i>A good conversation with lots of blasting but so-so sound. Tends to get a bit repetitive after a few plays, unfortunately.</i>
OVERALL 80%

ships juddering around the screen. Amstrad owning fans of the game should part with the shakale pronto, but C64 would-be rebels would be better off looking elsewhere.



ZANY GOLF ELECTRONIC ARTS

Another in EA's Star Performer range, Zany Golf was the brainchild of Wil Harvey, responsible for the conversions of Marble Madness, and for the brilliant immortal reviewed last ish. As the title suggests, it's crazy golf, with some of the wackiest courses any budding Nick Faldo could ever wish for. The objective is simple - hit the ball into the hole in a set number of shots, then move on to the next one, but expect to come across such hazards as windmills, ketchup bottles

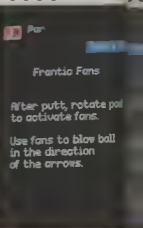
AMIGA £9.99
<i>Wild 'n' wacky putting fun just bagging to be bought!</i>
OVERALL 88%

bouncing hamburgers, castles, laser cannons and even a pinball table to negotiate! Graphics are a bit on the grainy side, but it doesn't really detract from the game itself. At full price, this was a barrel of laughs - and for a tanner, it's a steal. Put on your plus-fours and a silly cap, and give this a whirl!



BARBARIAN II KIXX

Hearken back to the days of bid, where man were man, woman were women, and big purple dinosaurs were very bad news indeed. Legend tells of a brave warrior from the North who rescued the Princess Mariana from the clutches of the evil wizard Drax, and now the two have set out again to destroy Drax once and for all. Controlling either the barbarian or the princess, you travel through wastelands, caverns, and dungeons, battling monsters along the way. The controls are a bit lunky at first, but once you've got the hang of things it's a hack and chop fun all the way. Graphics are



Frantic Fans

After putt, rotate pool to activate fans.

Use fans to blow ball in the direction of the arrows.



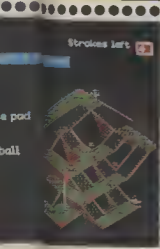
BARBARIAN II

colourful and well-animated, and there's loads of visual gags as your character meets his or her demise in myriad gory ways. Sound is effective though not outstanding, but the playability is the thing that stands this out head and shoulders from the pack. Bundles of fun and action, and for only £3.99, Barbarian II is definitely one to grab hold of straight away.

AMSTRAD
£3.99

Brilliant heck 'n' slash chop 'em up at a bargain price

OVERALL 90%



OUT RUN KIXX

The rip-roaring Sega road racer had jaws dropping all over the place when it emerged in the arcades several years ago, and went on to be one of the biggest selling conversions of recent years. For Mrs Scrolo of 26 Bogwell Sraat who doesn't know what the game's about, it puts you in the driving seat of a Ferrari Testarossa with a girlie by your side, and your aim is to scream across the States within the set time limit. Easy, eh? Don't you believe it! Hair-pin bends, hills and other traffic are a certain route to turning your sleek machine (and the car) into a pile of scrap. Unfortunately, the computer versions were a bit on the dull side, and the C64 game is one of the worst offenders. Flat, dull apries jerk along flat, dull backdrops



completely destroying whatever sense of speed achieved by the coin-op, the sound is enough to have you leaping for the volume in seconds, and the playability is ultimately knocked by the irritating multi-load. Leave well alone, unless you're completely mad.

C64
£3.99

Chronic translation of a ripper coin-op that is not worth forking out for

OVERALL 48%

POWER DROME ELECTRONIC ARTS

Forget about Brand's Haich and Silverstone. In the future, Formula 1 has been replaced by the Powerdrome, where high speed antics now take place with the aid of anti-grav skimmers equipped with high-power Afterburners! One of Powerdrome's biggest selling points is the prospect of simultaneous two player excitement (if you're willing to link two computers together) as you speed around the solid 3D tracks.

Powerdrome on all three formats isn't bad at all, but the problem is that this game has resided in the unwieldy controls. You'll find your speeder speeding into the Powerdrome wall for the most part, and this really spoils an otherwise brilliant game.

AMIGA
£9.99

The control mode's been tweaked, but Powerdrome is still a ted on the unplayable side

OVERALL 79%

PC
£9.99

Pretty good, but the game's control method really puts the dampers on this one.

OVERALL 76%

ST
£9.99

Pretty much the same here as the PC version. Not bad, but could be better.

OVERALL 76%



DELTA KIXX

Strange things have been happening to merchant trading ships entering Delta space. Rumour has it that a strange alien menace has been getting particularly marked off with all this shipping and have now taken to blasting everything in their path!

It looks like civilisation as we know it could do with a hero. Enter the player, who must jump into his horizontally scrolling death-mobile blasting anything that vaguely resembles an alien. This

journey'll take you through 32 levels of some of the greatest blasting action yal seen on the C64! No kidding! With such excellent graphics, unsurpassed sonics and great playability, Delta is a real classic. Buy without delay!

C64

£3.99

Delta ranks as one of the greatest scrolling shoot 'em ups available on the C64. Nuff said?

OVERALL 89%

THE BARD'S TALE 2 ELECTRONIC ARTS

You may have pummeled Mangar to the size of an oxo cube in The Bard's Tale but this time arch-villain and evil Arch Mage, Lagoth Zanta has taken over the land dealing out his own kind of death of misery. We need a hero and your stalwart band of warriors and wizards fits the bill rather nicely.

You're going to have to take on the might of Zanta's army and use all manner of spells and special equipment

PC

£9.99

Brill! An astounding RPG that's a real steal at the magic price!

OVERALL 95%

to take out the evil menace in this sizzling Electronic Arts RPG. The graphics and sound are pretty swish for this type of game and the playability is unrivalled. Offering literally months of RPG excitement, The Bard's Tale 2 is simply an essential purchase. Buy now!

AMIGA

£9.99

Just as amazing as the PC version. Real easy in the knowledge that this is a tenmar well spent!

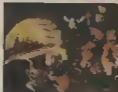
OVERALL 95%

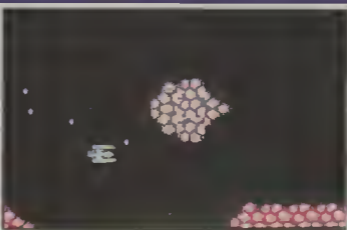


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Dx: 18 Co: 10
Lk: 18 HP: 7
Lvl: 10 SpP: 5
Exper: 274000
Gold: 492
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(TRADE GO
(CONTINUE





CALIFORNIA GAMES KIXX

One of the most amazing sports sims ever (to hit the 8 bit computer finally makes it to the budget market and what a scorching bargain Kixx! Get sponsored by the likes of Ocean Pacific (TM) and Official Hacky Sack (TM), then sample the thrills of Half Pipe, Surfing, Roller Skating, Flying Disk, BMX, and fool bag (that's Hacky Sack (TM) to the rest of us).

The class graphics and brilliant playability of all six events have to be seen to be believed - on the C64. Unfortunately something went disastrously wrong when conversions were made to the other 8 bit systems, and they come complete with juddery graphics, awful sound and pitifully dieholic gameplay.

C64
£3.99
<i>Amazing! A brilliant sports sim that's four quid well spent</i>
OVERALL 94%

AMSTRAD
£3.99
<i>Urrghh! A shambling parody of the brill C64 version!</i>
OVERALL 45%

INTERCEPTOR ELECTRONIC ARTS

Another in a long series of EA Star Performers, Interceptor takes the player into the avionic wonders of the F/A-18 Hornet and F-16 Falcon. You've got five missions of bogey-blasting to attempt in your efforts to become an American hero. Interceptor made a big splash when it first came out because it was the first flight sim ever to adopt filled vector graphics.

Interceptor does have a very easy control method and this makes flying the missions feel really good. Unfortunately, the likes of F 19

Stealth Fighter with their hundreds of missions (rather than five) make this other wise cracking game seem rather dated, but if you're a beginner to flight sims, Interceptor is the one to go for!

AMIGA
£9.99

Easy to get into and pretty playable. Interceptor is a roaring bargain at a tanner. Shame about the pesky spinning wheel code protection, though.

OVERALL 82%



MI

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IRM SCREEN SHOTS SHOWN ACT. AT SEEN MAY 1991

M1 Tank Platoon was released for IBM PC compatible machines in October 1989.

"MicroProse has surely excelled on this one. It's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." *PC Leisure Spring '90*

"I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet." *37% C&VG Nov '89*

"The most frighteningly accurate tank sim we've seen." *926 Ace Dec '89*



UPDATE

THE SPY WHO LOVED ME

DOMARK

Bond is back on the ST! After the brilliant Licence to Kill, Domark have travelled back in time to 1977 for this Roger Moore epic. We played this game to death when we saw the Amiga version last month and now the ST version's arrived we can reveal that it looks and plays exactly like the Amiga original.

All five levels of 007 antics remain the same. There's the two levels worth of brilliant Lotus/Spy Hunter frolics, the

underwater Lotus section and two levels of Operation Wolf style gameplay. It is a pity that the ST version hasn't got the brilliant Bond theme of the Amiga game, but not to worry because The Spy Who Loved Me is still a pretty whizzo game. Check it out.

ST
£19.99
<i>A tough challenge and no mistakes, but one that'll have you Bond-ed to your ST!</i>
OVERALL 90%



PARADROID '90

HEWSON

Five cargo freighters travel through the Haise head nebula have been bombarded with strange radioactive particles causing the robot crew and their cargo battle droids to go haywire, destroying everything humanoid in their path!

Make way for the 101 Influence Droid - a droid with a mission to infiltrate the five freighters and blow away every robot on board. The Influence Droid may have pretty ineffectual fire-power, but its one redeeming feature is its ability to clamp onto other droids and take control of their bodies!

We loved the Amiga version lots when we saw it in August and the ST game is just as good. All the atmosphere and playability of the outstanding original are there to be savoured, and the challenge to complete all five ships is even more intense. All self-respecting ST owners should add this classic game to their collection NOW!

ST
£24.99
<i>A fantastic thinking man's shoot 'em up, with unsurpassed atmosphere. An essential purchase.</i>
OVERALL 93%

KICK OFF 2 ANCO

Okay okay so we've all ready reviewed AND updated this fabulous football sim, but Anco have finally revealed the new one megabyte version of the greatest footballing game in the known world!

This new version retains all of the amazing functions (such as replays and different pitches) of the original, and adds some more! How would you fancy over-the-shoulder scissor kicks. Brian? Referees and linesmen follow the action and there's some extra sampled speech and various crowd chants (some of the

more 'colourful' ones have been left out, though!

This version of the classic game is undoubtedly the best yet but it's really just a slightly enhanced version of what's in the shops already. If you don't own Kick Off 2 and have a one megabyte expansion then buy it without delay

AMIGA
£19.99

A totally amazing slice of footballing action. Make sure you're on the ball - now!

OVERALL 96%



TNT DOMARK

Not a bomb-squad simulation but a compilation of five of Domark's Tengen arcade conversions, namely Xybots (a sort of Berserk in 3D), APB (cops and robbers car chase), Toobin' (race down a river in a giant inner tube), Dragon Spirit (vertical scrolling shooty starring a dragon) and Hard Drivin' (a polygon driving 'sim'). As far as the 16-bit versions go, they're not too bad, although APB and Dragon Spirit aren't tops, and Toobin' is so-so, but Hard

AMSTRAD
£14.99

An okay set, the highlights being Hard Drivin' and Xybots.

OVERALL 72%

Drivin' and Xybots make up for those. The 8 bits come off a bit the worse for wear, however, though the C64 version does contain the previously unreleased Hard Drivin'. Quite frankly, however, the

ST
£29.99

A decent bunch of conversions, but again, the price is a bit over the top.

OVERALL 77%

price is a serious put-off for any 16-bit bargain hunters - thirty sows for the Amiga and ST packs! Overall, a not-too-bad bunch of good and bad games, which is worth a look (if you're loaded with wonga)

C64
£14.99

Alas, Hard Drivin' is awful, and the others in this package aren't the greatest either. Give it a miss.

OVERALL 49%

SPECTRUM
£14.99

Hard Drivin' and Xybots are the pick of a not-bad bunch. Take a look before parting with the reedies, though.

OVERALL 70%

AMIGA
£29.99

A fine compilation of close coin-op conversions, lumbered with a hefty old price tag.

OVERALL 79%



UPDATE



TIME MACHINE ACTIVIS ON

Two players can enjoy this title by using the Activision Time Machine. It's a 3D racing game with a futuristic theme. The game is available on the Amiga, Atari ST, and PC. It's a great game for those who like racing and sci-fi.

C64
£9.99

Bundle of fourth-dimensional fun that's great fun for arcade adventurers. Highly recommended.

OVERALL 90%

AMSTRAD
£9.99

Similar to the C64 version, it's a bit more colourful. Grab it at the first opportunity.

OVERALL 90%

MEGADRIVE
£33.00

Klex isn't a complete disaster, but the faults in the gameplay and sound departments simply can't be forgiven.

OVERALL 65%





LET'S TALK ABOUT IT

Pro Tennis Tour 2 is a tennis simulation game for the PC Engine. It features a top-down view of the court and a large crowd of spectators. The game is available for £34.00. Overall, it has an 82% rating.

Afterburner fans will lap this all up, but other punters may want to give it a miss.

PC ENGINE
£34.00
Afterburner fans will lap this all up, but other punters may want to give it a miss.
OVERALL 82%

PRO TENNIS TOUR

2



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REVIEW

AMIGA

SHOCKWAVE

BY DIGITAL MAGIC SOFTWARE 3D blasterama with Shockwave!



In the year 2167 AD, the Earth no longer bothers with imprisoning convicts. Instead, they usually end up being deported to the Moon and left to their own devices. Bit of a mistake, this, I though, because the prisoners aren't the complete duffers that the authorities take them for, and they've constructed their own ships and now they're attacking the major cities of Earth, and guess who has got to defend one of them?

While holding out for rein-

forcements, you have to use the city's resources to aid the war effort. The ore from mines creates wealth and with this wealth you buy oil rigs (more fuel for your fighter craft), armies (to slow up the convicts) and factories (which develop better weapons and equipment for you as the game progresses).

As well as controlling all this development, you are called upon to slow up the enemy's advance personally. In this part of the game,

which is displayed in Afterburner-asque 3D, the object is to destroy a set number of the enemy before they destroy you.

During the occasional special missions, you guide a remote controlled ship packed with explosives along a 3D trench to an enemy target. Reach the target before the countdown reaches zero, and the ship and the target both go kablooie!

Tactical cunning required to beat back the convicts!

UPDATE

Get down to your local software store and you should find an ST version of Shockwave is on the shelves already!

AMIGA

£24.99

Shockwave is almost classy. There's no denying that its biggest selling point is the brilliant 3D visuals - they are truly stunning and move incredibly quickly and smoothly. The strategy aspects aren't bad either, with plenty of key decisions needing to be taken at every turn. Unfortunately the two aspects don't really fit together that well as a game. Neither the shoot 'em up nor the strategy elements have a great deal of depth or variety so the game as a whole isn't tops in the stability stakes. In the short term, though, Shockwave ranks as an addictive little number, because you really feel the need to see the next level and the effects of your new weaponry. But it's the presentation and graphics that really make this game. Personally, I reckon that the programmers could produce an astounding Afterburner type game with these classy routines, so how about it Digital Magic?

RICHARD
LEADBETTER

GRAPHICS	94%
SOUND	87%
VALUE	80%
PLAYABILITY	80%
OVERALL	80%



SPINDIZZY WORLDS



"IT'LL MAKE YOUR HEAD SPIN"

Spindizzy is back! Hanging in space is a cluster of worlds and for each world a different quest awaits. GERALD (a Geographical Environment Reconnaissance and Land-Mapping Device) is all set to explore the solar system, collecting energy crystals scattered around the scrolling 3D environment. You'd better have your Spindizzy skills honed to perfection to escape before the crushing time-limit spells an end to your game-conquering aspirations!

"Will provide you with hours of absorbing entertainment" - ST Format

"It's great. You'd be more than a bit dizzy to miss it!" - The One



DRAGON BREED



ACTIVISION

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●AMIGA ●C64

REVIEW

SCI



▼ Ram 'n' blast the felons in SCI.

BY OCEAN

After making the roads safe for yer everyday driver in the brill Tailo coin-op, Chase HQ, Ray and Tony (the Crockett and Tubbs lookalikes) have now been promoted to Special Criminal Investigations, the pinnacle of the CHASE department.

Their new mission is much like before - arrest five motorway maniacs, using any means at their disposal - except now the boys have a spanking new turbo-charged roadster and a firearms license, so instead of just ramming criminals off the road, one of the cool coppers can blast 'em as well! Who needs traffic wardens, eh?

Every so often, a helicopter appears and drops a package. If collected, the road-bound rozzers can let rip with a bazooka!

As in the original, the boys are racing against the clock and if they run out of time, the bad guy gets away! To even the odds, however, one of five turbo-boosters can be engaged, pushing the car's speed to 239 mph for a few seconds!



▲ A huge chopper blocks the path to glory!

▼ Consult with Keren for your next mission.



UPDATE

ICE (the team behind the Amiga conversion) are producing an ST version, which will be much the same as the Amiga game, and Probs (who did the C64 game) are writing versions for the Spectrum and Amstrad GX4000 consoles. All versions will be out well in time for Christmas.

AMIGA £24.99

After the top-class conversion of Chase HQ last year, I was wondering whether Ocean could come up with the goods once more, and they have - just. Thing is, this just seems to be more of a remix than an out-and-out sequel. The problem doesn't lie with the conversion, but with the coin-op - which just seemed to be an attempt by Tailo to cash in on the original's success. So no points for originality, but SCI is pretty good fun, nonetheless. The graphics are nice and detailed, and the 3D is quite effective, but the screen looks a bit empty. The sound is quite tasty, too, and features lots of sampled stuff. The car handles well, but has a tendency to career off the road a little too much - something which is a bit annoying when you're running out of time and about to administer the coup de grace! Overall, if you liked Chase HQ, you'll enjoy this, but be warned - there's not a lot between the two.

ROBERT SWAN

C64 ROM £24.99

Chase HQ on the C64 was appealing, but this being cartridge only (primarily to take advantage of the C64GS console), the programmers have had stacks more memory to play with, and though the 3D is a little weird (the road moves faster than the buildings), the sequel is pretty good fun.

OVERALL 79%

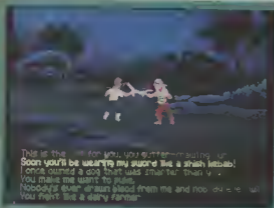
GRAPHICS	88%
SOUND	85%
VALUE	80%
PLAYABILITY	83%
OVERALL	84%



▲ The troll wants something that attracts attention but is of no consequence - sounds a bit fishy to us.

THE MONKEY ISLAND

BY LUCASFILM/US GOLD *Become a human cub!*



This is the... for you, you utter-mauling...
Soon you'll be wearing my sword like a shiny lebab!
I once owned a dog that was smarter than you...
You make me want to puke.
Nobody's ever drawn blood from me and now...
You fight like a dairy farmer.



SWASH-BUCKLING EXCITEMENT!

Every pirate needs to know one end of his cutlass from the other, but successful swordplay isn't just down to speed and strength, as Captain Smirk here explains. Razor-sharp wit is the mark of a good swordsman, and knowing the right insult for the right occasion can cut your opponent to the quick far more effectively than a steel blade. Test your skill against Melee Island's finest corsairs, but to impress the pirate leaders you must defeat Ceria, the Swordmaster.



HEART-POUNDING ROMANCE!

Guybrush Threepwood was a would-be pirate, stealing an idol from her mansion. Elaine Marley was Melee Island's governor's daughter, a woman with power and responsibility, but when her eyes met his sparks flew and made little scorch marks in the carpet. Their romance is to be cut short, for Elaine is none other than the past lover of Captain LeChuck, and before Guybrush can plant the first amoosh, LeChuck returns in spectral form to claim her back and carry her off to his hideaway on Monkey Island. Guybrush has no choice but to find a ship and a crew, then head off after him to retrieve his lost "Sugar Boots" (And that's where the story really starts!)

THE SECRET OF MONKEY ISLAND

can control the route to fame and fortune. Well, fortune, anyway.

**C+VG
HIT!**

Life has not been good to Guybrush Threepwood. No excitement. No money. No women.

But now he has had enough. In his quest for

▼ The Maela Island map - just point to your destination and click.



THRILLS AND ADVENTURE ON THE HIGH SEAS!

Ah yes, but before you can go after LeChuck and rescue Elaine you need a ship, and where better to find one than at Stan's Previously Owned Vessels? Whether you want a 200 foot galleon with two swimming pools and a revolving ballroom, or the only vessel ever to have survived the perils of Monkey Island (ahah), Stan ("I won't shut up till I've made a deal") promises to have the ship to suit you in his backyard. Don't be afraid to haggle either - Stan loves it, but these days you need at least 5,000 pieces of eight to buy the right boat. Perhaps a little consumer credit is called for?



REVIEW

THE SECRET OF MONKEY ISLAND



▲ A rubber chicken with a pulley in the middle? That could come in handy here.



▲ The Governor's mansion, with the centre guards neutralised by some dodgy dog food.



such a crisis on their hands the pirate chiefs are more than willing to recruit new blood, and they quickly dispatch Guybrush to complete three trials - defeat the island's Swordmaster, steal a fabulous idol from the mansion of the Governor and find the lost treasure of Melee Island.

Those are no easy tasks, and the game is by no means over when they are complete. The quest leads Guybrush from Melee Island across unknown waters, to Monkey Island, where he must face delirious cannibals, insane castaways and the fearsome phantom pirate, LeChuck.

UPDATE

If you've got an Amiga or an ST, you too should be able to discover The Secret Of Monkey Island, before the month is out! Yo ho!

▼ Surrounded by sharp objects but Guybrush can't reach any of them to cut his bonds! The solution to this predicament is simpler than it looks.

PC
£29.99

The Lucasfilm adventures have always been favourites in our office, but this is the first one I've wanted to play right until the end. In the week since I got hold of this game, I've spent every spare moment playing it and enjoying it! Zak McKracken had a great sense of humour, and Indy had a great plot, but this has both! Usually the entertainment you get from an adventure is derived solely from solving puzzles, but the hilarious characters and situations, and the movie-like presentation (with cut-scenes and various "camera" viewpoints) make playing this more like taking part in a comedy film so it's much more enjoyable. The puzzles are brilliantly conceived too, and success depends more on looking and listening, which I think is preferable to mind-bending lateral thinking. Lucasfilm's easy-to-use, point-and-click command system rides again in Monkey Island, so even the laser-brains with key-boardphobia have no excuse not to get hold of this utterly enthralling game at once!

PAUL GLANCEY

GRAPHICS	94%
SOUND	81%
VALUE	92%
PLAYABILITY	97%
OVERALL	94%

ENTER FIRST INTO BATTLE... LAST TO LEAVE

COMMAND

ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

In the near future, as an alternative reality, MAULER is an arcade/strategy game in which the player controls a single MAULER Assault Tank in one of 16 scenarios (missions) in the ultra war fought between two dominant races in the NEW WORLD. The latest phase of the North/South war has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefield. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

Ocean Software Limited, 16 Colindale Avenue
Hendon, Middx. HA3 5NS - Telephone: 061 832 8523
Fax: 061 834 0650

INDY 3

BY TAITO

He's back, and he's brought his dad - against Indiana Jones, archaeologist, hard guy and star of three money-making movies, is out to find the Holy Grail, the fabled receptacle of the blood of Christ, and nothing's gonna stand in his way!

Following the plot of the film, the game starts off on board a ship, through which Indy has to fight off hordes of flat-fighting thugs in order to retrieve the Coronado Cross. Once successful, Indy receives a telegram from his friend Sallah telling him his father has been kidnapped, and taken to Castle Brunwald. Does Indy travel to Germany and rescue Daddy Indy, or go to Vienna and continue the search for the Grail? You have to make that decision, but bear in mind that following one pathway means you miss out on whatever perils or goodies are in store on the other route.

The mix of arcade action and decision making is most reminiscent of a Cinemaware game. The castle scene, for example, is a massive maze, with secret entrances and traps galore. The desert section in which Marcus Brody has to be rescued from a Nazi tank before it goes off the edge of a cliff is also in, and there's even a motorbike sequence, in which Indy has to avoid traps, gun emplacements and enemy riders!



▲ In search of the Cross of Coronado in Indy 3.



▲ Whipping the opposition in this Nintendo goodie.



UPDATE

Last year, US Gold produced games for all formats based on the Indy III movie, and they are also about to launch a version of the same game for the Sega Master System. Watch out for a review of that in the very next issue of C+VG.

C+VG HIT!

NINTENDO
£29.99

I've always been a little sceptical of console "adventures" in the past, but *Last Crusade* completely blows away any cynicism I might have had (Ooh, you're such a hard man to please - Ed). The least of the game and the fact that it sticks so closely to the plot of the movie makes playing feel like watching the movie unfold. The graphics are great, with buckets of colour on both the action and intermission screens, and the sprites whizz around the screen at a great rate of knots. The main tune is a very nice rendition of the title theme, and there's lots of nicely done spot FX thrown in for good measure. Indy walks and runs around like a thing possessed, punching, jumping, kicking and whipping, and is very well animated indeed, as are all the sprites. The game is so involved, but allows you to skip around certain parts of the game, so you can dictate how the difficult curve escalates! Quite frankly, this has got to be one of the best Nintendo games to date, and you'd have to be an utter pillock or someone who absolutely hates Harrison Ford to miss it.

ROBERT SWAN

GRAPHICS	90%
SOUND	84%
VALUE	89%
PLAYABILITY	89%
OVERALL	89%



HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP 2

**EVEN IN THE FUTURE OF LAW
ENFORCEMENT, THERE'S ALWAYS ROOM
FOR IMPROVEMENT.**

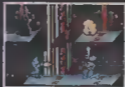
The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of

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Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value.

**Detroit is falling apart - it's time to put it all
back together!**

**SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA**



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ocean



▲ Playable blasting action courtesy of NEC.

FINAL

BLASTER

BY NAMCOT

This time those devious, plotting, alien slime have gone too far! Just when the Earth Council were planning their next diplomatic move for intergalactic peace, those double-crossing xenomorphs sneaked into our armoury, destroyed most of the fighter fleet and made off with all our highly advanced weaponry!

Only one squadron of petrol craft escaped the catastrophe, and is now ready to chase the thieving aliens

▼ The first end-of-level boss kicks in your butt.

home, and give them a blasting they won't forget!

Luckily, the stolen weaponry is still in transit, so if you torch a container ship you can catch a weapons pod and bolt it onto your own craft. Two types of these power-ups are on offer. One produces extra fire, whilst the other issues a more deluxe version of the bog-standard laser bolt, including rear fire and multiples. Alternatively, you can drain off the batteries of any extra weapon and use the power in one enormous

super-destructo space-blast which nukks everything on the screen.

All looked up with nowhere to go? You may find that the enemy have one or two nasty tricks up their slimy sleeves, not least the nightmare-like end-of-level guardians!

THANKS!

Thanks again to PC Engine Supplies who provided us with the Final Blaster review cartridge.



PC ENGINE
£34.00

Another vertically scrolling shoot 'em up? Yawn... But hey! Wait a minute! Final Blaster isn't all bad, chieft! Okay, so it isn't in the Gunhed realms of complete brilliance, but it's pretty damn addictive nonetheless, with plenty of levels to keep you occupied. The extra weapons (including Battle of the Planet-style Flary Phoenix) are many and varied, including vicious side cannons that power-up to Salamander-style multiple! The end-of-level bosses are pretty evil too, and there's always a neatly surprise element for you! The graphics are well-defined with scrolling that's as smooth as silk. The sound effects are also pretty groovy, with ear-blasting effects and decent tunes. The game doesn't really represent much of a challenge though, and hardened shoot 'em up fiends will find the going a bit too easy. Recommended, nonetheless.

RICHARD
LEADBETTER

GRAPHICS 89%
SOUND 84%
VALUE 84%
PLAYABILITY 83%

OVERALL 83%

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and the
Last Crusade

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Leonardo, the leader of the Turtles fights with a daisio weapon - Blue and you could be him in this game!

If you pick Orange you must be a fan of Michelangelo the Nunchuku turtle fighter!

The Purple player will fight with the Bostaff, because this turtle is the clever Donatello!!!

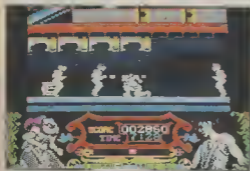
The turtle with the colour of red is Raphael, who is famous not just for his cool fighting but for his jokes as well!!

CALL 0898 404640

These lines are unofficial and have no connection with the featured characters or their business organisation.

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT.

Winning prize is a Turtles Arcade Game. Please see your local newspaper for more details before you call.



▲ There's a smidge of sampled sound for 128K owners!



▲ Strider bleats the meanies!

STRIDER 2

BY US GOLD

Just when Strider was considering quitting the inter-planetary peace force, the leader of Earth was kidnapped by a bunch of power-hungry aliens! So, pausing only to pick up his trusty titanium blade and his new laser gun, Strider sets off to the first of five alien territories that he will need to destroy in order to rescue the leader of Earth (who is, incidentally, a woman).

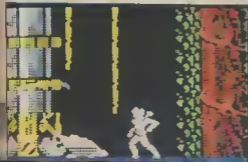
The journey to the final confrontation takes Strider through an alien-infested forest, and from then it's on to the two towers which form the outer defences of the alien world. When these defences have been well and truly breached, Strider then has to make his way through underground caverns to the generating station - destroying the enemy power stations before finally rescuing the girl being held captive in the Earth Spacecraft.



▲ Strider eceies welle with eeee...

But Strider has one more lethal trick tucked into his striding trousers. The power-up icons which are lying around endow Strider with the power to change into a robot, just the ticket for creaming enemy guardians - and there's plenty of 'em!

▼ So cool... So mean... It's Strider!



SPECTRUM
£10.99

It must've been the only person in the civilised world who thought the tell versions of the original Strider were rather lacking. It came as a big surprise to find that Strider II is a completely different kettle of fish. Although it's pretty far removed from the arcade original, Strider II is a whole barrel of excitement from the word go. The playability's pretty good, and Strider is really responsive. The graphics are very colourful (although the clash at times is a bit heavy on the eyes), and the scrolling is fast and pretty damn smooth. There's plenty of levels to keep you occupied and they're a bit on the large side, so testing interest is guaranteed. The problem is that there's an absolute heap of classic Speccy platform game available (some at budget price) that are better. Buy it if you want a real Strider game.

RICHARD
LEADBETTER

UPDATE

Strider 2 will be appearing on C64, the Amstrad CPCe and GX4000 console, and the Amiga. All versions will be out by the end of November.

ST
£24.99

An improvement on the original without doubt, but the cramped playing area is a bit of a downer. Recommended to platform addicts after a challenge.

OVERALL 80%

GRAPHICS	80%
SOUND	72%
VALUE	79%
PLAYABILITY	82%
OVERALL	80%

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P. GROVE, DIAL-A-QUIZ, PO BOX 11, SKEGNESS, Lincs. PE25 3NL

BY OCEAN

BATTLE COMMAND

The time - the near future. The place - the New World. The problem - the Ultra War, a vicious conventional global conflict between the North and the South. The current phase of the war has raged for the past ten years, until, inevitably, finally happened - stalemate.

Such are the defensive capabilities of both forces, a full-scale offensive assault would be suicide, so each side has resorted to small-scale tactical actions by the best soldiers in specialist vehicles, in order to sabotage the other's war efforts.

The Mauler is the latest of these vehicles, a Northern designed tank which can be transported straight into the thick of things by stealth helicopter, and armed with the very latest in destructive weaponry. And guess who volunteered to drive it?

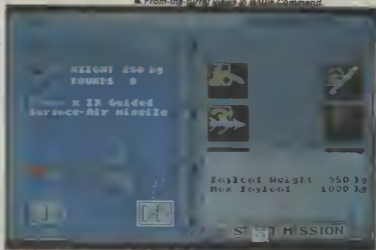
The New World is viewed in solid full 3D, a plain dotted with hills, trees, buildings and the like, and traversed by rivers, roads, railway lines and power cables, all viewed from different angles both inside and outside the Mauler. There are sixteen missions to complete, and success could turn the war in your favour. Don't even contemplate failure.

▼ The Mauler begins its mission of destruction.

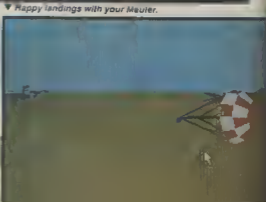


**C+VG
HIT!**

▼ Tool up the Mauler here.

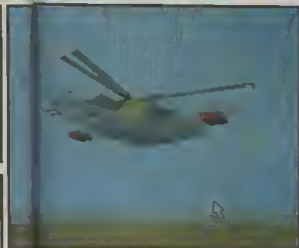


▲ From the turret view in Battle Command.



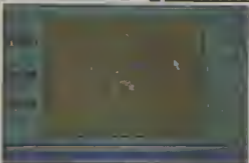
▼ Happy landings with your Mauler.

COMMAND



▲ Fight behind enemy lines inside that chopper.

▼ Ready your weaponry for a terrifying assault.



UPDATE

Battle Command will be roaring onto the ST and PC reel soon, and both will be similar to the Amiga version in most respects, as far as the machines' capabilities will allow. Good news also for 8 bit tank fans - Battle Command will be available for the C64, Amstrad and the 128k Spectrum sometime in the New Year. We've had a look at the Speccy version, and although some of the external views are gone (due to memory restrictions), it should still play very well.

AMIGA

£24.99

The future is here, and it's called Battle Command! Big words, perhaps, but for a game which is essentially Battlezone with knobs on, Battle Command is one of the best games I've played for a long time. Similar in the tactical aspect to its predecessor, Carrier Command, Realtime have taken leaps and bounds to ensure the playability of the sequel is more engrossing and entertaining than the original. The 3D is smooth, and the screen update is a lot faster than before. The sound is very everyday booms and bangs, but what do you expect from a tank game? In technical terms, this is one amazing program, and in gameplay terms the same applies: driving around the countryside, meeting interesting new people and blasting them to smithereens! It's all very addictive, and will have armchair tacticians gibbering like loonies. If you're after a game of this nature, look no further - this is the best one!

ROBERT SWAN

GRAPHICS	94%
SOUND	80%
VALUE	89%
PLAYABILITY	90%
OVERALL	90%





SPECTRUM COMPAQ ASTERISK
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SPECTRUM COMPAQ
ASTERISK
R1000 10.10 ST



SPECTRUM COMPAQ
ASTERISK



SPECTRUM COMPAQ
ASTERISK
R1000 10.10
R1000 10.10 ST



SPECTRUM COMPAQ
ASTERISK
R1000 10.10
R1000 10.10 ST



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COMING SOON



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SPECTRUM COMPAQ
ASTERISK

Hanna-Barbera

AMIGA

REVIEW



▲ Wonderful graphics jazz up Supremacy.

SUPREMACY

BY VIRGIN GAMES

Discovering four new dimensions, each with its own planets ripe for salient, is a cause for celebration. At least it would be, if these dimensions weren't also home to alien lifeforms intent on developing the same planets and destroying you!

This strategy game is controlled via option screens and icons, which allow you to extend your territory to the other planets in the system. There are four different foes to

choose from, ranging from Wotok - a near-mindless ape creature who fights for eight planets - to Roim, a virtually invincible being whose battlefield stretches over 32 worlds.

Managing your resources is vital to success. Each planet is of a particular type, be it volcanic (good for mining), tropical (exile crops from farming stations), or metropolitan (loads a tax revenue). Ferrying supplies from planet to planet soon becomes important so that you can maintain your economy while new worlds are being formalised.

Sooner or later war is

going to begin, so it's wise to train troops to their maximum potential. Decisions have to be made as to how extensively you wish your forces to be equipped, as your finances are always in greater demand than supply. The outcome of a battle is decided by the relative strengths and skills of the combatants, and whether they're fighting home or away, so to speak!

Victory can be elusive, but guarantees an animated sequence in which the enemy commander is brought in front of you - and summarily shot for his impudant Defeat, however, is not pretty...

AMIGA
£29.99

While it isn't all that complicated, the vast array of tactics and ideas make Supremacy a great strategy game. I particularly liked the high quality graphics used throughout the game (check out the spaceship pics!), which add a lot to the game's overall feel and atmosphere. The only bummer is the rather hefty price tag, which I suspect would put the mainstream gamers off buying. Still, if strategy is your bag, then I think you should find the extra liver is money well spent.

MATT REGAN

GRAPHICS 82%
SOUND 80%
VALUE 86%
PLAYABILITY 83%

OVERALL 83%

UPDATE

The only other version of Supremacy currently under production is the ST one, and that should be out on the shelves, same price, same gameplay, right now.

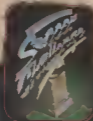
▼ Equipping platoons can be fun...



MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle
Introduce the winner, Autumn 1990.



Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.

Actual screen shot



Teckle hard for the ball, deep in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner.

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided teammates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or as a member of the top sixteen Club sides from around the globe. International football as it is played for real.

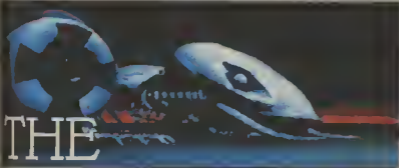
- International Soccer Challenge. It will make Gascoigne weep with joy, get Maradona excited, and have Huijlt tearing his hair out.

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●AMIGA

REVIEW



THE KILLING GAME

BY PSYGNOSIS

If you thought "The Running Man" was the deadliest game show on television, think again! The Killing Game Show gives genetically-altered criminals and enemies of the State (where have I heard that before?) the chance to fight their way out of sixteen Pits of Death, narrow cylinders filled with hostile artificial attackers, puzzles,

SHOW

walls, and defend himself zies and traps. Sounds easy, doesn't it? Not when the cylinder's filling up with a liquid that'll wipe you out in a flash, it isn't!

Each criminal is encased in an armoured exo-suit which lets him leap and climb

with a single shot blaster cannon. Additional weapons are scattered around each pit, but the more you use them the quicker they run out. Keys and tools are also to be found, and they're used to solve puzzles and open doors and traps.

Making your way out of the first pit may be easy enough, but remember, there are fifteen more to go.



▲ Eight-way scrolling excitement!

Keeping an ED from the opposition!



AMIGA
£24.99

After the disappointing Shadow of the Beast 2, Psygnosis have picked themselves up, dusted themselves down, and come out with this, which is really good! At first, it seems like a bog-standard shoot 'em up, but the pace of the action picks up with alarming speed and before you know it, you've got hordes of slivering nasties screaming towards you, and all you've got to protect yourself with is a weedy popgun. The 'against the clock' element also adds to the gameplay, especially on the later levels. A nice touch is the video option - when you lose a life, you can replay the last life up to any point, then jump in wherever you want! The graphics are very nice indeed - a special mention must go to the superb intro which sets the scene perfectly - and the FX and thumping tracks get the old adrenal glands pulsing. A good blast which'll keep you going for quite some time.

ROBERT SWAN

GRAPHICS 89%
SOUND 87%
VALUE 82%
PLAYABILITY 84%

OVERALL 83%

UPDATE

The Killing Game Show should be blasting onto an ST near you in the not-too-distant future, featuring similar graphics and sound, for the grand total of £24.99.

Z-OUT

Victory celebrations for the success of the mission X-OUT which annihilated the satellite of the planet Alpha Centauri ended abruptly as the long-range scanners showed intense activity on the planet itself - an **ATTACK** from the planet is **IMMINENT**.



Rainbow Arts

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AMIGA & ST
£19.99



Z-OUT - the mission to destroy the planet Alpha Centauri, the H.Q. of the Federation now needs a brave team to pilot the space craft. What lies ahead is unknown except that the defences of the H.Q. are strong and multi-level.

- Six huge levels with numerous aliens and superb graphical backdrops.
- A sprinkling of huge aliens at each level with mega-large and level aliens.
- Dozens of extra weapons, satellites and support transporters.
- Two player TEAM MODE.
- Ultra smooth vertical and parallax scrolling in numerous columns.
- Superb music and sound effects to enhance the game play.

MEGA BLASTER OF THE YEAR

BY LUCAS-FILM/US GOLD

Getting a job at Industrial Might and Logic (a wee joke on the name of Lucasfilm's special effects company, Industrial Light and Magic, methinks) is no easy task. Take Fred and Fredda Foil, for example. They've been trying to get a job there for ages, and only now has the hard-nosed boss given them a final run.

Their task is to run the Beast - a massive machine which churns out toys of famous Lucasfilm characters by the tonnyload. Sounds easy, yes? Guess again! Running the Beast involves pedalling a bike to bring the machine's energy levels up to scratch, then turning all manner of switches and dials to ensure the right parts appear for the right toys in the right colours! And if that isn't enough, a couple of mischievous lemmings get in on the act and try to throw a spanner in the works! Erkl

Success will be rewarded with some very nice bonuses, but if Fred or Fredda fail to meet their quota (by either not making enough toys, or making too many rejects), they'll be given their cards, and get the receiving end of a boot!



NIGHT SHIFT

UPDATE

Night Shift should be cranking up on the ST, C64, Spectrum and Amstrad some time in the New Year, the ST version (which should be similar to the Amiga and PC versions in most respects) retelling for £24.99, and the 8 bit versions for £10.99. The graphics aren't exactly awe-inspiring, so the 8 bits should be able to capture the majority of the game intact.

PC

£24.99

Depending on the graphics format used, PC Night Shift is similar to the Amiga version in most respects, but with larger graphics and poorer sound. Unfortunately, it's just as flippin' tough as the Amiga game, so the same criticisms apply. Again, take a look, but this ain't for the faint of heart.

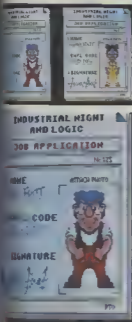
OVERALL 81%

AMIGA £24.99

The easiest thing that can be said about Night Shift is that it's a platform game with knobs on literally! At first glance, Night Shift looks like a lot of fun, and it is - for the first few plays. But once you hit the later levels, you find that there's just too much to do at any one time keep the bike going, turn this dial, hit that switch, stop the lemmings, arrgh! Everything goes into maximum overdrive, and reject toys seem to appear from every nook and cranny! Having to race around again rectifying the situation is more frustration-inducing than fun, and so the playability level suffers quite a bit. The graphics and sound are very nice, even if everything seems to appear a touch squashed, and there are some very entertaining sequences, featuring the cigar-chomping boss, and the lemmings (one of which has a bright red nose!). If well and platform action is the one for you, have a gander - you may like this, you may not. Be sure you're up to the challenge, though - this is no game for novices!

ROBERT SWAN

GRAPHICS	83%
SOUND	78%
VALUE	80%
PLAYABILITY	82%
OVERALL	81%



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FAT MAN

BY SANRITSU

Phwoar! Right in the gob! ▶

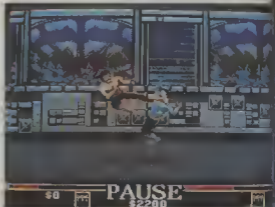
Roll up! Roll up! For the ultimate in arena violence, take a trip to the Fatman's fighting arena, where only the fittest will survive - if they're extremely lucky! So, if you fancy earning a huge wad of money, get over to The Fight Palace, and you may be one of the few who emerge victorious.

Don't count on it, though. Standing between you and the riches offered by the Fatman are eight opponents guaranteed to make your blood run cold (spook!). Lining up to cause your doom are the likes of Edwina, the dude-ella who nips phone books in half for a living, and Guano, the flustered gargoyle with mace-spray attachments. But even these guys are rookies compared to the real stars of the show. Robochic has inflammable gases (what is this Japanese fixation with breaking wind?) and robotic power-boxing gloves (awoof).



▲ He won't be getting up after that one!

To combat these thumping goons, you can use your prize winnings to buy extra punching power and health points and secret weapons. Fades make you temporarily invisible, shields make you invulnerable for a couple of seconds and poisonous clouds and swarms of bees can also be launched at your foe.



MEGADRIVE £38.00

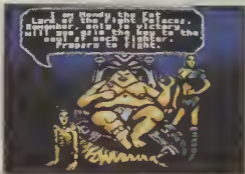
When you first plug in Fatman your first thoughts will be "Oh my god! Why have I bought this?". The backdrops, although smoothly scrolling, won't exactly set the art world alight and the sound is rather disappointing. However, the playability on this game is what sets it apart from the usual beat 'em up fare. Collecting your prize money and laying into your next opponent with your new extra goodies is really rather good, especially when you use a fade in two player mode - confusion guaranteed. There's a fair amount of combat moves on offer, and the animation on all of the combatants is arcade quality - I kid you not! However, fun and fast though Fatman is, it is ridiculously overpriced - for die-hard beat 'em up dudes only.

**RICHARD
LEADBETTER**

GRAPHICS	87%
SOUND	70%
VALUE	77%
PLAYABILITY	83%
OVERALL	79%

THANKS

Thanks to Electro Games for the loan of our Fatman cartridge for this review.



UPDATE

Activision's American arm actually programmed ST and PC versions of Tongue of the Fatman (the original title) but it was never widely available in this country. Whether or not it makes it over here in the near future is doubtful.

▼ Gary Williams - yesterday, publisher of ACE...

▲ ...Today, computer game star!



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IMPULSE



▲ Winner of the Sweatiest Barbarian of the year award.

LEGENDARY AXE 2

▼ Nasty guardians pose no threat to a real hard man.

BY VICTOR
MUSICAL

Come with me, back to the Dark Times - a black age of sorcery and evil, where demons and creatures of the damned walked the lands, leaving destruction and chaos in their wake.



**C+VG
HIT!**

A hero was needed, one of brave heart and cunning, a warrior who would travel forth into the myriad horizontally and vertically scrolling landscapes, and with flashing sword would do away with that terrible scourge that had plighted the world. One such hero has emerged, a legend-

▲ Slashing malarkey (?) in *Legendary Axa 2*.

ary barbarian known to all as the wielder of the *Legendary Axa*. His is an arduous task, but there are magical powers and mystical weapons scattered along the route to protect him and help give serious flesh wounds to the oncoming crowds of zombies. And so, with visions of for-

tune and glory, the warrior did set off, into the unknown.

THANKS!

Thanks a bundle to those sword-slingers at PC Engine Supplies of Sicke for the loan of the cart!



▲ Armed and ready for danger...



**PC ENGINE
£35.00**

Over the last few months, the Engine has been on the receiving end of quite a few sword-slingers (such as the so-so *Rastan II*), and none was game enough to stand up to the original *Legendary Axa*. Now the sequel is here, and it's not only as good as the original - it actually improves on it! The graphics are brilliantly drawn - dark and eerie backdrops with creatures of the night leaping hither and thither. The sound is really good, with the odd clang and grunt thrown in for good measure, but the gameplay is where things really get hot! The difficulty curve lets you get to grips with a few nasties to start with, then lets you have it from all angles - not enough to have you screaming in frustration, but just enough to get the old adrenalin pumping overtime. Overall, a great sequel, and a brilliant hack 'n' slash in its own right. Highly recommended!

ROBERT SWAN

GRAPHICS	92%
SOUND	90%
VALUE	88%
PLAYABILITY	89%

OVERALL 91%

HOT SHOTS FROM THE HIT SQUAD



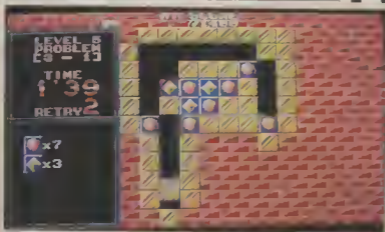
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AMIGA

REVIEW



▲ Match the blocks for extra points.



BY OCEAN

Puzznic, like Ocean's previous release Plotting, is a conversion of a little-known coin-op (this one is by Taito), and like the afore-mentioned title, the objective is simply to clear each screen of blocks.

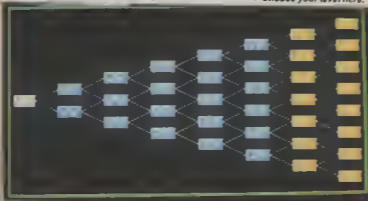
Unlike Plotting, however, the player uses a crosshair to "grab" a block, and push it

left or right or drop it into a gap to connect it with a block with the same logo. When the blocks touch, they vanish. It's not all that simple though - moving blocks and traps in the floor make life difficult, and when three similar blocks have to be disposed of, the player has to work out how to get rid of all three without leaving one!



▲ More blocks than Lego-land (tm)!

▼ Choose your level here.



AMIGA
£24.99

I really love puzzle games of this type, essentially because of their simplicity of play and addictive nature, and Puzznic definitely falls into this category. At first glance, it plays like it looks - very simple indeed - but on later levels things go from one extreme to the other! The graphics and sound are very basic, but this fits the gameplay adequately. It'll take some time to work out the traps on some of the later levels, but the feeling you get after completing a particularly nasty stage is well worth the effort. Out of the glut of puzzlers that are doing the rounds, Puzznic is one of the few worth playing - bold words, indeed, but that's how addictive this game is. If puzzle games are your thing (and even if they aren't), Puzznic is definitely worth a play or two, or maybe lots!

ROBERT SWAN

GRAPHICS	76%
SOUND	80%
VALUE	82%
PLAYABILITY	80%

OVERALL 80%

UPDATE

Puzznic will be out in the next few weeks on the ST, which should be quite similar to its Amiga counterpart - even in price. C64GS and Amstrad GX4000 cartridge (£24.99) and Spectrum cassette (£9.99) versions are to follow. The audio-visuals aren't exactly complex, so the 8 bit versions shouldn't suffer greatly.

ROGUE TROOPER

BY KRYSA LIS

The time is the far future, the place is an world far from our own, known as Nu-Earth - a ravaged globe where the very air is poison. There, a war rages between two factions, the vicious Norts and the desperate Southeis - each determined to be victorious in a battle which neither side can win.

Enter the GIs - Genetic Infantrymen, a breed of elite warriors bred with built-in protection from Nu-Earth's harsh environment. One of these is



▲ 3D scroll-a-rama with Krysalis' latest!



▲ Betting Norts at the waste disposal plant.

the Rogue Trooper: the only survivor of the Quartz Massacre, along with his bio-chip comrades, Gunnar, Bagman and Helm. His mission is one of revenge - against the traitor who sold out the Southeis, and caused the death of dozens of Regue's colleagues.

Rogue has been captured, but has escaped from his cell with a huge Nort compound. His first task is to retrieve his helmet, his gun and his backpack, each containing one of the bio-chips. All three are scattered through

several levels of platforms each dotted with Nort soldiers and senry robots, which must be taken out before they can either injure you, or sound the alarm. Once this is done, Rogue can escape in a stolen craft, and fly over enemy lines to the Souther base. Additional bits can be purchased - of a hefty cost - from Bland and Brass, two battlefield scavengers who will buy and sell anything - for a profit!

Things don't get any easier from there, though, as the Norts have unleashed "dreamweaver" gas canis-

ters, causing Rogue to hallucinate. Here our hero in blue genes (ugh!) has to survive until he reaches the base where the identity of the traitor can be exposed!

UPDATE

Rogue will be gunning his way onto the ST around the same time, for the price of £24.99. There's nothing outstanding about the Amiga version's audiovisuals, so the ST game should look and play identical to this one. There are no plans for 8-bit conversions at the moment.

AMIGA

£24.99

Hmm, I remember way back, when Piranha released a *Rogue Trooper* game, and to be quite honest, it was a pile of crud. Now Krysalis have got the licence, and the result seems to be a combination of *Prison* (one of their earlier titles), and *Logotron's* *BAD* Company, and falls into the "not too good, not too bad" category. Why? Well, as I've said before with Krysalis games, they all seem to look and play remarkably similar to each other, and this is no exception. The graphics are okay, and *Rogue* himself is animated quite well - there's even a nice "comic book" sequence in between levels - but the overall effect seems a little flat and two-dimensional. The sound is also nice, but doesn't seem to fit the bill as well as it could. The major fault lies in the gameplay - it's the same old thing again and again - move around levels, kill enemy, fly about, kill even more enemies - but with nowhere near enough action to satisfy would-be GIs. Even ardent 2000AD fanatics (like myself) would be warned to take a close look before grabbing hold of this.

ROBERT SWAN

GRAPHICS	80%
SOUND	77%
VALUE	74%
PLAYABILITY	76%
OVERALL	78%

“Just what a game should be: looks good, sounds good, and plays like a dream.”



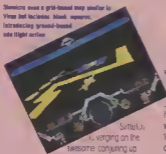
936

The 3D raster graphics system in Director features solid filled 3D graphics with shadows and light intensity surfaces. The system allows solid and wireframe surfaces to be freely used. Stipple and transparency/blend transparent surfaces are also employed.

The game code runs up to 252 new player objects on the map. The game cycle rate and the view cycle are independent so that game time can be kept close to also constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller that individually moves up to 100 particles. Definitely a game that goes with a bang!

Director uses a grid-based map similar to View but includes blank squares. Intriguing ground-based side flight action.



Sutace, is, verging on the awesome, conjuring up immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, fire and target missiles, target display systems, shields, and extra lives.

Chris Morley ACE October 1990

By Scott Galt

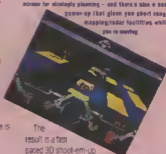


936

To add variety to an already scintillating game, Microstyle adds thrown in a wide variety of weapons. First, and most common, are the laser toroids that slowly move in a complete circle until they lock onto you, whereupon they fly

viciously. Mobile ground and air attack craft, tanks and jets and small tanks, race around the warzone, randomly sending only you shot to kill. Then you reach the megatanks - these can only be killed with missiles, but when shot aside is the most satisfactory way yet, by first ejecting the gas barrel and then collapsing it on themselves with a terrific sound effect.

Throughout the game you also have access to a map screen for strategic planning - and there's also a neat power-up that gives you short range mapping/radar facilities while you're moving.



The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution (1) in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the good construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

Cyberspace rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has however had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simulator pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Sutace Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

Here at MicroStyle we couldn't think of anything more to add to Chris Morley's review for October's edition of Ace.

RELEASE DETAILS

PC	\$24.99	UK
AMIGA	\$24.99	007
Two other versions planned		

All excerpts quoted by kind permission of Ace





▲ Loads of wonderful windows in Wonderland!



▲ Some tea party...

WONDERLAND

BY VIRGIN

Lewis Carroll's masterpiece has been chosen as the first game for Magnetic Scrolls' new Magnetic Windows system. Following Alice's adventures in her dream wonderland, you must guide her through the surreal world, coping with rabbits in waistcoats, the Queen of Hearts, and even the hook-smoking caterpillar.

The new system is an advanced variation on the classic text adventure - and, in fact, can be played as such if you so desire. This would be a little silly though, as the

Windows system has a great deal to offer to make life easier. First off there are the graphics - not only highly detailed and accurate, but often animated as well (the dancing chairs in the music room are one example).

Other windows include the inventory, where all current possessions can be seen; the room contents window, a compass icon, and even an automatic mapping function. This all helps to make the adventurer's life easier - and if that wasn't enough there are pull-down menus which give access to a host of other op-

tions. The layout of information windows is completely redefinable but to avoid hassle, a tidying option rearranges them to make the best use of the space available.

Every time an action results in increasing the score, the system points it out - so the player knows he must be doing something right!

UPDATE

Similar versions for the ST and Amiga are being programmed for release in late December/early January. No 8-bit versions are planned, alas.

▼ Lounge exploring can be fun with this gem!



PC

£29.99

If, like me, you're a big fan of previous MS games such as *Fiehl* and *The Pawn*, you'll go bananas over this system. The graphics are stunning, the storyline is funny (as well as being accurate to the book), and the Magnetic Windows system is a joy to use. The auto-mapping facility alone is an enormous boon to adventurers, and this, combined with the ability to manipulate items on-screen, adds new dimensions to traditional adventuring. Luckily MS avoided the temptation to become Sierra clones, and have now released a game system that leads the field. I personally think this opens the genre to people who would normally never touch adventures, and that can only be a good thing. Be warned, however; MS haven't made their challenges any easier, so it can be frustrating time exploring Wonderland!

MATT REGAN

GRAPHICS	87%
SOUND	73%
VALUE	83%
PLAYABILITY	89%
OVERALL	88%

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REVIEW

ST C64



▲ The face of the future in BAT.



▲ Just one of the locations you'll discover.

BAT

BY UBISOFT

It is the 22nd century. Multinational corporations have dramatically increased in status and power, and the governments of the world, facing threats by such a state of affairs, have banished the corporate leaders from the face of the Earth.

These outcasts have made the planet Selena their new home - a world which holds the secrets of Khagol, the element which makes interplanetary travel possible. Back on Earth, however, the

Galaxy Confederation have set up BAT, a galaxywide peace-keeping organisation. Their first mission is to stop the evil Vrangor, a maniacal genius who threatens the people of Selena with bacterial warfare. Unless the Selonians give up their world and the Khagol - to him, he will annihilate them utterly!

The player is cast as the BAT agent sent out to Selena to assassinate Vrangor, and restore peace to the galaxy. Once equipped with various items, the player can

travel around the world and interact with the myriad races by simply clicking on them with the pointer. Not everybody is willing to talk, however, so a little aggression is required now and then. The real problem is Vrangor knows exactly what's going on, and has sent scores of assassins to dispose of anyone that gets in his way of his plans!

UPDATE

BAT will be appearing on the Amiga, with similar graphics to the ST, but without the hardware module, as the Amiga can kick up the sound without any add-ons. There's also a PC version in the mix, which supports the MV-16. Both should be out soon, and will retail for a pocket-numbing £29.99.

C64 DISK £19.99

Ouch! Twenty pence for a C64 game? And that's without the hardware module! Unfortunately the gameplay suffers from the same problems as the ST version, but the dull graphics and slow disk access time makes it even more unattractive to play. Unless you find the concept really attractive, you're better off saving your cash.

OVERALL 65%



▲ Hmm... A dodgy character and no mistake.

ST
£29.99

How long has this taken to appear? I first heard of this about two years ago, and only now has it appeared on the screen. In theory BAT's point-and-click icon system would seem to work very well, but in practice it's very long-winded and tedious. A command requires too much effort. The graphics are very nice indeed, but a special mention must go to the sound, supplied by the MV-16, a unit which plugs into the MIDI port and chuckles out some really good, but very loud, 16 channel sound! The only drawback to this is you've got to plug headphones or a hi-fi in to listen to it. However, keen UBisoft fans, will be pleased to hear that all their future releases will use the MV-16. The game itself falls down in one major respect - things happen too quickly, and it doesn't give the player a chance to react. Barely a minute into the game, I found myself stuck in a toilet, pursued by a killer robot, and with no ammunition and no way out! The price tag is a bit steep too, even with the hardware add-on. If wandering around looking for trouble is your bag, have a look, but definitely try before you buy.

ROBERT SWAN

GRAPHICS	85%
SOUND	90%
VALUE	75%
PLAYABILITY	73%
OVERALL	78%



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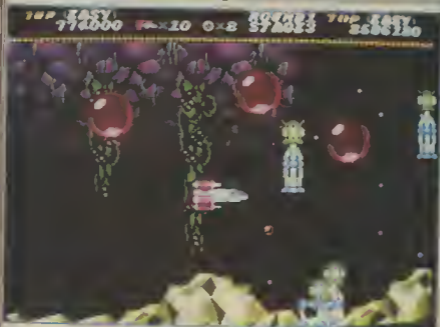


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REVIEW



BY NCS

Civilisation as we know it is about to end! Hordes of alien marauders have begun to infest our colonies killing all in their path! Arrg-ghhh! Once again, it looks like raising an army to fight off impending doom looks rather unlikely, so it's down to you and your Hellfire class attack craft to face the hideous

▲ Alien bubbles of terror are out in force to destroy the Hellfire.

HELLFIRE



REVIEW



▲ One of the terrifying end-of-level baddies.

manace on your lonesome. Thankfully, crammed into the Hellfire's attack-pack is a reliable weaponry which switches from forward firing laser bolts, to rear fire, to vertically firing photons, and best of all, four-way diagonal laser destruction, at the push of a button. But that's not all. As you progress through the six horizontally scrolling levels, power-ups will occasionally

appear enabling to increase your destructive potential still further!

But beware! Even with all this weaponry, the enemy craft aren't just photon fodder. They've drafted in legions of terrifying fighters, along with huge mother ships and even larger Grandmother ships! So have your wits about you - the heat is always on with Hellfire!

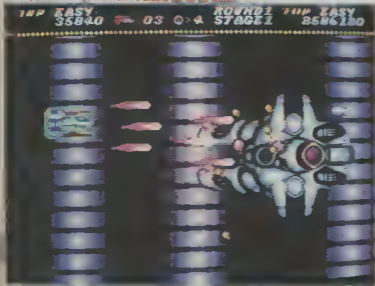
▲ Hellfire is just the ticket for this guy!

**C+VG
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▲ An omen of horrific death?

▼ Fully powered up, the Hellfire blasts for all its worth.



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I thought that Thunder force II was the last word in Megadrive shoot 'em ups, but Hellfire simply blows it away! Graphically, it's tremendous - the brilliant backdrops of the Toaplan coin-op have been faithfully reproduced - down to the last pixel! The sound, too is simply spot-on, with pulse-racing tunes and ear-blasting FX. But it's the playability of this effort that puts it head-and-shoulders above the opposition - the ship just feels so good to control and the satisfaction of destroying the huge end-of-level guardians is just tremendous! Hellfire is certainly a bit on the difficult side. Officashoot 'em up veterans were hard-pushed to complete the game in easy mode! With extra skill levels thrown in for added tastability, Hellfire simply burns up the opposition! Go for it - now!

**RICHARD
LEADBETTER**

GRAPHICS	94%
SOUND	94%
VALUE	92%
PLAYABILITY	95%
OVERALL	94%

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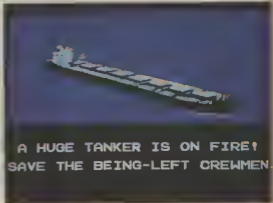
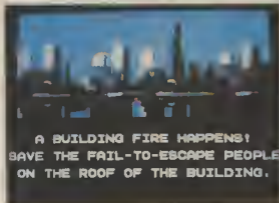
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AIRCRAFT



AIR INFERNO

One of the most visually impressive coin-ops to appear in the arcades since Microprose's mega F15 Strike Eagle is Talto's helicopter simulation, *Air Inferno*.

It's a refreshing change from the usual fly 'n' shoot air combat coin-ops, and instead puts the player in control of a helicopter with the object of flying four different rescue missions, ranging from lifting people from atop burning skyscrapers, to locating and rescuing sailors from a drifting oil tanker and saving people stranded in a desert sandstorm.

Detailed, filled-3D graphics are used to display the action, and very effective they are too! The controls seem pretty weird at first, with both a joystick and foot pedals used to control the chopper. But with the help of the on-screen prompts, which



CADE N

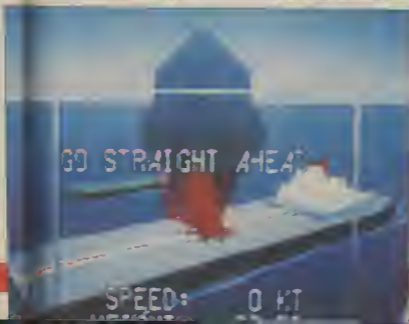


offer advice, it's not too difficult to get into the action. And once you master the controls, the game is very enjoyable indeed.

Although the four levels won't keep you playing for long, Air Inferno is very addictive in the short-term and is a very rewarding game to play. Don't be put off by the lack of things to shoot down - give it a go!

JULIAN RIGNALL

GRAPHICS	95%
SOUND	82%
VALUE	86%
PLAYABILITY	88%
OVERALL	88%



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ARCADE



GP RIDER

Sega are certainly the best producers of motorcycle racing coin-ops with Hang-On, Super Hang-On and Racing Hero all part of their impressive range of two-wheeled racing simulations. It's little surprise that they should try to surpass themselves again.

And I think they've done it! GP Rider is a one or two-player sit-on-bike racing game, similar in concept to Super Hang-On, but featuring some of the fastest and smoothest 3D graphics around, which really gives you a feeling of speed and leaves you with a buzz of ex-

hilaration when you get off the machine.

The controls are straightforward - just lean into the corners to steer, and outrace your opponents to win! With this simple objective and its breathtaking graphics, GP Rider is bound to appeal to racing

GRAPHICS	94%
SOUND	90%
VALUE	87%
PLAYABILITY	92%
OVERALL	90%

fanatics. Grab some coins and take it for a burn.

JULIAN RIGNALL



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FIGHTER BOMBER



STUNT CAR RACER



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NOTE 1! KICK OFF is not available in the PC version.

NOTE 2! In the SPECTRUM version STUNT CAR RACER and SUPERSIG are replaced by CARRIER COMMAND, P 47 and RICK DANGEROUS.

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ARCAD



MEGA TWINS

I thought that this looked a bit rubbish when I first saw it, but after playing it a couple of times I grew to like it.

It's yet another one of those games where you stroll across the scrolling landscape kicking seven shades of shinola out of the baddies, and attacking the giant end-of-level bad-dies. But it's nicely executed, with some great graphics and neat little touches to keep you coming back for more.

There are plenty of extra weapons to pick up as you (and a friend if you so wish) battle your way through the game - it's fun

GRAPHICS	86%
SOUND	81%
VALUE	76%
PLAYABILITY	87%
OVERALL	86%

playing solo (and lets you go for that elusive high-score), but simultaneous two-player action is the most fun of all.

Megatwins certainly has nothing new to offer, but if you're after a bit of enjoyable gaming, try this out.

JULIAN RIGNALL



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Screen shots are only intended to illustrate the general play and not the screen graphics which vary considerably between different hardware in quality and appearance and are subject to the computer specifications.

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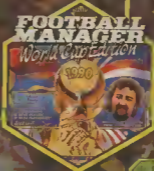
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COMPO RESULTS

Enter one of the honking good compos in the October issue of C+VG? You did? Well, here's a complete list of all the winners from each and every competition. Scan that list with care - your name could well be in there!

ELITE GREMLINS COMPO

25 groovy Gremlins packs were up for grabs in this juicy little compo, which entailed that you had to provide a question to the answer: "sixty million frankfurters and a pair of oven gloves". Some of you obviously have sick minds out there, and a lot more don't like poor old Rob much. Still, the winners are...

SAUNA THOMPSON, JERSEY. J CHAROING, MILTON KEYNES. WESLEY McDUGAN, Co ANTRIM. C FITZGERALD, MANCHESTER. HOWARD WORTON, LONDON. M MIDDLETON, DERBYSHIRE. J McGHEE, NORWICH. R KENNEDY, PORTLAND. J PROCTOR, SURREY. N WIMONT, BRISTOL. R O'NANX (?), WEST YDRKS. N WING, KENT. O KENNERLEY, CHESHIRE. W BINGNAM, Co DOWN. D WALKER, BOSTON. J KROVINA, KENT. J WAITE, PETERBOROUGH. K ASTON, WEST YORKSHIRE. C BELL, RAF HOSPITAL WEGBERG. R ANDERSON, WHITBY. A NAWKSBY, WARRAL. K WARD, DORSET. O CONNALL, NUDDERSFELD. R MOORE, LEEDS. R SINGH, SURREY.

MAD PROFESSOR COMPO

Aaaw! Kriaella put a brilliant CD Walkman on offer here, along with ten runners-up prizes of goodie bags. And the overall winner is... JOHN SNEARINO of GOODSTONE, SURREY! The runners up are... S RICHARDS, SNROPSHIRE. D ROBERT, CUMBRIA. K WICKENS, SPALING. A DAVIS, SOUTHSEA. G SNORE, ALPINGTON. L HARRIS, SEMILONG, NORTHAMPTON. A DEVEY, FARNBOROUGH. J W BORLAND, LONDON. N BURROWS, MERSEYSIDE. J POUNO, FELPHAM.

QUESTIONNAIRE COMPO

THE C+VG CHALLENGE

So you reckon you know how to handle your joystick, eh? Well, you've come to the right place! Every month, C+VG in conjunction with a major software company will be throwing down the gauntlet to the gamesplaying public. A crack team of C+VG readers will be whittled over (expenses paid, of course) to the challenge arena, where they will do battle with the specially selected C+VG squad.

Don't expect immediate victory though. When you're dealing with the likes of Julian Rignell, Paul Glencay, Rob Swen or Richard Leadbetter, you'll be facing up to years of gaming experience. Still, if you fancy your chances fill in the details below and who knows? You may be part of a challenge squad battling it out with the C+VG team on the hottest new games!

NAME:

ADDRESS:

TELEPHONE NO.

JUST TO PROVE HOW BRILLIANT I AM, HERE ARE SOME OF MY ACHIEVEMENTS:

GAME: HIGH SCORE:

GAME: HIGH SCORE:

GAME: HIGH SCORE:

Tons of topper console gear available for one lucky reader who sent in his/her opinions in general. Well, with around three thousand (probably more) entries, I bet D RANOCALLS from TENBY is feeling particularly lucky at the moment. The console gear you asked for is on its way.

OCTOBER HOTLINES

WIN A MEGADRIVE

Wow! A hundred and ninety quid's worth of absolutely ace Megadrive gear was up for grabs here, but it was JOHN B TOWER from WEST CLIFF-ON-SEA that was the lucky winner! Well done, John - you're a real man now!

WIN A GAMEBOY

Currently ranking as one of the offices luvve consoles (managing to keep your Gameboy away from Andrea is an impossibility!), this particular Gameboy has been won by SONIA JONES from ROMFORD.

WIN A PC ENGINE

Everybody wanted to be a PC Engineer, but it was JIM BARRAT from CLACTON who scooped the honour by answering correctly four absurdly easy questions. Well done Jim, your SCART model is on its way!

WIN A LYNX

A groovy-woovy colour Lynx was up-for-grabs, but only if you could answer a serious set of probing questions... Amusing as with his spontaneous wit was DAVID LUCAS from the WEST MIDLANDS who not only answered the questions correctly, but gave us all a good laugh into the bargain! Well done, Dave!

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RELEASE: AMSTRAD, ST, PC, SPECTRUM, GX4000, TBA



THE HUNT FOR RED OCTOBER GRANDSLAM

Everyone had left Grand Slam for dead, but they've bounced back with their computer interpretation of the flippin' good Sean Connery movie! Rather than tart

up the graphics and playability of their first Red October game (based on the Tom Clancy book), they've gone the whole hog and come up with a five level horizontally scrolling type arcade game, with each level representing an action scene from the movie. With graphics supplied by an ex-Peyton

DICK TRACY ENTERTAINMENT INTERNATIONAL

After blazing its way through cinemas across the globe, Dick Tracy (the game of the movie) should be on his way to a computer near you! As you can see from the screenshot, it all looks a bit Untouchable-esque to us with plenty of Tommy Gun iaffs. It certainly looks more exciting than the rather duff Warren Beatty film...

RELEASE: ST, AMIGA, PC, SPECTRUM, GX4000, TBA

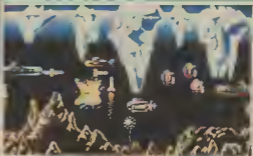
PRICE: 16-BIT, £24.99, GX4000 £29.99, SPECTRUM CASSETTE £9.99, OTHER PRICES TBA



NAVY SEALS OCEAN

Blasting their way onto a computer or console near you soon are the Navy Seals, the Ameri-

can Navy SEALs. Based on a 1991 movie, Navy SEALs is the latest in a series of games that put the player in the boots of a Navy SEAL agent sent up against Al-Qaeda terrorists who have taken



graphic artist, The Hunt for Red October should look rather tasty, but you'll have to wait until next month for the full lowdown on the game itself!

RELEASE: SPECTRUM, AMSTRAD, C64, AMIGA, ST, PC, ANY DAY NOW. PRICE: TBA



BATMAN SUNSOFT

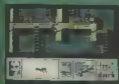
What! Yet ANOTHER console Batman game! Yep, that's right and PC Engine Batman has finally hit British shores. The bad news is that it hasn't got much in common with the labbo Megadrive game reviewed in the last Complete Guide to Consoles. Indeed, the platform bled baol 'em up action has been replaced with an unusual PacMan type effort.

But do not despair, because although it's a completely different kettle of fish, this conversion of Batman still has jam-hot playability, as the dangerously-addicted Mean Machines art department are at pains to point out!

RELEASE: PC ENGINE, OUT NOW
PRICE: £35.00



some clean-living Westerners' holage and hidden them in a load of platform-packed buildings. Along the way, our brave pinnipeds (look it up) come across some



misses many of the original's nuances which have to be stolen back. Paul and Rob went up to Ocean to see the GX4000 and C64GS versions in action and came back suitably impressed. Hopefully the same will be true for all the other versions when the game is released early next year.

RELEASE: ST AMIGA GX4000, C64GS, SPECTRUM, EARLY NEW YEAR
PRICE: ST £19.99, AMIGA £24.99, GX4000 CART RIDGE £24.99, C64GS CART DGE £19.99, SPECTRUM CASS £10.99, SPECTRUM DISK £14.99

LINE OF FIRE US GOLD

As revealed in the October issue's cover-mounted Mega Book, US Gold have grabbed the licence to Sega's brilliant slice of Op Wolt style shoot 'em up action. Now, at last the conversions are feeling the light of day (courtesy of ace programming team, Creative Materials) and they're all looking dead good! Featuring eight levels of blasting carnage, Line of Fire enables two players to fight their way out of occupied territory using stolen weaponry to gun down anyone who gets in their way.

The thing that sets Line of Fire apart from the opposition was infinite ammunition for your Uzi (yeeh!) and the fact that the landscapes actually rotated around the player! All this and more have been crammed into US Gold's conversions! The Amiga version looks especially good with full-screen action, brilliant 3D and all the fun of the real thing. But we've also had a good

look at the Speccy version and that's just as good! One to look out for, methinks...

RELEASE: SPECTRUM, AMSTRAD, C64, ST, AMIGA, CHRISTMAS
PRICE: 8-BIT, £10.99 CASSETTE, £14.99 DISK. 16-BIT, £24.99



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SIM EARTH MAXIS/OCEAN

The follow-up to the fabulous Sim City is nearly upon us, and promises to blow its predecessor away in both size and depth by not giving you just a city to design and maintain, but a whole planet!

Absolutely everything involved in the creation of a world has been crammed into this new Maxis product. First off, you decide what basic form your planet takes - be it vaguely Earth-like (continents and oceans), solely water, or just one huge desert - the choice is yours! You can even start right from the beginning with a molten mass that gradually cools, and settles down into land masses which drift apart - just like the real thing. Create suitable environments and you can expect life in some description to evolve, from amoeba-like creatures all the way to huge, sprawling (maybe humanoid) colonies. Life forms as well as external forces such as solar wind) all have some kind of impact of environment and Sim Earth follows the Gata theory which states that the whole planet is a living organism which will adapt to any changes which take place - even at the expense of any life living on it (wow - cosmic huh?).

Sim Earth came down and gave us a sneak preview of what could be the greatest "god" game yet! PC owners are going to be first to sample the delights of this creation, but Amiga and ST owners aren't going to be left out as versions are planned for their machines too.

RELEASE: PC, AMIGA, ST, TBA
PRICE: TBA



RANX UBISOFT

Ubisoft's latest is a computer translation of a slightly sicko French comic, which even horrified our own hardened comic guru, Rob Swan! As for the game itself, the player stars as an android with muscles of steel (obviously not for flexing, then) who must rescue his kidnapped girlfriend and save the world into the bargain! Plenty of binary mayhem guaranteed. Ranx has been finished and should be out any time now.

RELEASE: ST, AMIGA, PC, TBA
PRICE: TBA



DYNAMITE DUKE SEGA

Nothing to do with Dynamite Dux, nor even the Dukes of Hazzard (remember their dynamite-tipped arrows?), Dynamite Duke is Sega's all-out Op Wolf/Cabal clone. From what we've seen of it, the Megadrive conversion features arcade-quality graphics and red-hot playability, so it should more than satisfy any Megadrive shooter 'em up fiend's insane need for gratuitous violence!

RELEASE: MEGADRIVE, OUT NOW
PRICE: AROUND £40.00



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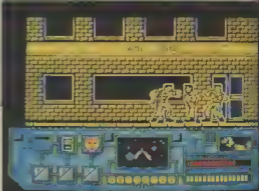
12



SHADOW OF THE BEAST OCEAN

Well, Gremlin did the honours for Spectrum and Amstrad owners (see the reviews this ish!) but it was left to Ocean to come up with the goods for the C64! And that's not all, for the conversion of Peygoe's graphically amazing game is going to be available on cartridge only - so you can wave goodbye to those multi-loot blues! As this screen shot shows, it doesn't look too bad at all. Keep your peepers glued to C+VG to see if it plays as good as it looks!

RELEASE: C64GS, CHRISTMAS
PRICE: C64GS CARTRIDGE, £19.99



TOTAL RECALL OCEAN

The film's been and gone, and Ocean's platform Recall frolic still isn't complete! Release details are a bit vague, but the game is nearing completion and looks rather decent, with smooth scrolling and a rather amusing Annie-sprite! The graphics and sound look rather polished too, so hopes are high for a pretty decent game... Keep your eyes peeled (oww!) for a future issue of C+VG.

RELEASE: SPECTRUM, AMSTRAD, C64, ST, AMIGA.

PRICE: 8-BIT, £9.99 CASSETTE, £14.99 DISK, ST, £19.99, AMIGA, £24.99.

ADIDAS FOOTBALL OCEAN

After what seems like decades, Ocean are finally ready to release the 16-bit versions of their Adidas-linked footy game! We've seen an early demo of the Amiga version and although Kick Off 2 rules the C+VG Stadium, this particular Ocean effort didn't look too bad at all... Expect something on the shelves real soon now!

RELEASE: ST, AMIGA, TBA

PRICE: TBA, PROBABLY £19.99 ST, £24.99 AMIGA



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HUDSON SOFT

One of the C+VG squad's favourite puzzle games ever is set to hit the Gameboy! For a game that relies heavily on colour, Klax is a bit of a strange choice for Gameboy conversion, but Hudson Soft have got around the problem by giving each tile a monochrome pattern rather than a colour! Also, the 3D ramp of the arcade original has been sacrificed for a 2D look.



Whether all these changes will seriously detract from the game-play has yet to be seen, but hopes are high for a decent conversion (so Rich has something to play on the train home!).

RELEASE: GAMEBOY, TBA
PRICE: TBA



WRATH OF THE DEMON

ENTERTAINMENT INTERNATIONAL

After exposing us to three lesser-known conversions, Realsoft (via their UK software distribution cume, Entertainment International) are about ready to release Wrath of the Demon, a game that combines their line of amazing graphics with some serious game-play. We've seen an Amiga demo and graphically, it's amazing with awesome animation and a large amount of parallax scrolling. It looks quite a bit like Shadow of the Beast, but if this effort can beat Psycholele's game in the playability stakes, they'll be onto a winner and no mistake! Look out for the review soon!

RELEASE: AMIGA, ST, PC, TBA, 8-BIT VERSIONS FOLLOWING
PRICE: AMIGA, ST, PC, £29.99.



HARD DRIVIN'

SEGA

Finally! A year after the fabulous home computer versions of Hard Drivin', the Megadrive game is finally ready for release. As the screenshot shows, the game is practically indistinguishable from its arcade parent and should contain all the tricks and features of the coin-op original. But it's not just Megadrive owners whose luck is in as an Atari Lynx version is also planned! We wait with bated breath for the finished product...

RELEASE: MEGADRIVE, LYNX, TBA
PRICE: MEGADRIVE, AROUND £40.00

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